Anushka Nair

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SKILL SET

- **Languages:** C / C++, C#, HLSL.
- **Technologies:** DirectX 11/12, Unreal Engine, Unity, PS4 Xbox & Nintendo Switch Devkits.
- **Shipped Titles:** Tony Hawk's Pro Skater 1+2, Diablo II Resurrected.

EXPERIENCE

Maxis, Electronic Arts

Client Software Engineer II | Oct '21 – Present

- Currently working on client systems team on an unannounced game pack for **The Sims 4**, writing features and systems and updating tools for artists and designers according to the requirements of the game.

Activision Blizzard

Junior Software Engineer (Graphics & Performance) | Jan '20 – Oct '21

Software Engineer Co-op (Graphics & Performance) | May '19 – Dec '19

- Developed and shipped **Diablo II Resurrected**, writing graphics/engine features and profiling and improving their performance on PC and consoles.
- Worked on the graphics and performance team to develop, debug and ship ***Tony Hawk's Pro Skater 1 + 2*** on the Xbox, PS4 and PC using Unreal Engine 4.

Interactive Games & Media, RIT

Game Developer Intern (Lead Game Developer) | May '18 – August '18

- Led the development of an NSF funded geogame based on Hurricane Harvey, called "Project Lily Pad" using Esri CityEngine and Unity to teach players spatial thinking and disaster resilience. Continued development on the project as a graduate assistant under Dr. David Schwartz.

PROJECTS

Rendering Engine | Jan '19 – Present

- Currently working on a DirectX12 engine with implemented features like async job system, toon shading, physically based rendering, image-based lighting, transparency and two bounce refraction.

PS4 - PC Cross Platform Engine | Oct '18 – May '19

- Implemented a cross platform engine on the PS4 with a Job System and a focus on postprocessing effects and rendering a water mesh with reflection and refraction.

Lightless | Aug '18 – Dec '19

- Core Developer on master's Capstone Project titled "Lightless", with a focus on implementing Enemy AI using Unity ECS and Job System and modeling it for stealth-based mechanics.

EDUCATION

Rochester Institute of Technology | Aug '17 – Dec '19 (GPA 3.88/4)

Master of Science in Game Design and Development