

## **ANKUR SHEEL**

[www.ankursheel.com](http://www.ankursheel.com)

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### **SUMMARY**

- Total experience of 9+ years as a programmer. 8+ years of experience in game development.
- Contributor to [nucl.ai course : The Principle of Modern Game AI](#)
- Specialties include crafting and implementing AI and game-play solutions.
- Technical Skill Set includes C++, C#, VB, Unity 3D Game Engine
- Good Understanding of tools such as Git, Subversion, TFS and Premake.
- M.S. in Computer Science from University of Southern California.
- Website, Personal Projects and Blog at [www.ankursheel.com](http://www.ankursheel.com)

### **WORK EXPERIENCE**

#### **Vista Entertainment Solutions, Auckland, New Zealand**

**Duration:** Apr '16 – Present

**Role:** Software Developer

**Description:** Point of Sale system

#### **Gameloft (New Zealand), Auckland, New Zealand**

**Duration:** Jun '14 – Jan '16

**Role:** Mid Level Programmer

**Description:** Ice Age Adventure is an exploration game based on the Ice Age franchise; Ice Age Avalanche is a match 3 game based on the Ice Age franchise; Pastry Paradise is a match 3 game; FPS Prototype; Life Simulation prototype; mobile strategy game (unpublished)

- Responsible for planning, estimating and scheduling AI, Monetization, Retention and Tracking tasks.
- Responsible for Localization and Tracking.
- Adding various gameplay features in the above projects.
- Conducted an AI masterclass for the whole studio which very well received.

#### **Knowledge Adventure India Pvt. Ltd, Bengaluru, India**

**Duration:** Aug '11 – Apr '14

**Role:** Senior Software Engineer

**Description:** Jumpstart 3D Virtual World is an adventure based learning game for kids; MathBlaster is an online math virtual world; School of Dragons is a world based on the movie "How to Train Your Dragon" to promote scientific discovery.

- Adding various gameplay features in the above 3 verticals.
- Re-factoring the code to make it easier to maintain and reuse.

#### **BlueGiant Interactive Pvt Ltd, Hyderabad, India**

**Duration:** Aug '10 – May '11

**Role:** Gameplay/ AI Programmer

**Description:** APOX is a Real Time Strategy (RTS) with First Person Shooter (FPS) like elements; Pound for Pound is a Role Playing Game (RPG) prototype.

- Enhanced the existing game-play and made the game-play architecture more data driven.
- Set up (Subversion) version control for Pound for Pound

#### **Trine Game Studios, Mumbai, India**

**Duration:** Jun '07 – Apr '08

**Role:** Game Programmer

**Description:** Cricket game (unpublished); multiplayer Flight Simulator (unpublished).

- Designed, Implemented and Tested the AI system for the afore-mentioned games

**Dhruva Interactive, Bengaluru, India**

**Duration:** Jul '06 – Jun '07

**Role:** Game Programmer

**Description:**

- Extended and re-implemented AI algorithms to make them portable for Symbian devices.
- Initiated the development of tools.

**Perot Systems (India), Noida, India**

**Duration:** Jul '05 – Jun '06

**Role:** Associate(Mainframes)

**RESEARCH EXPERIENCE**

**USC TEAMCORE Research Group, Los Angeles, CA**

**Duration:** Feb '10 – Aug '10

**Role:** Programmer

**Description:** Agent-level modeling to simulate realistic behaviors that a trainee needs to respond to in evacuation scenarios.

**EDUCATION:**

Master of Science: Computer Science: 2010  
University of Southern California, Los Angeles, CA, USA

Bachelor of Engineering: Computer Science and Engineering: 2005  
Manipal Institute of Technology (MAHE), Manipal, India

***For More Information on Roles, Personal AI and Game Projects, Publications and Certifications please visit [www.ankursheel.com](http://www.ankursheel.com)***