

ANKUR SHEEL

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SUMMARY

I am a software developer specializing in making code maintainable by using refactoring techniques and adding unit and system test coverage. I have often been brought into different projects because of my superior debugging skills. I am also known for building tools which help reduce the time taken by my team members to complete tasks. I take an active interest in improving processes to benefit my team members. I also enjoy extending my technical skill set by indulging in side projects.

Core competencies

C++ (Proficient) • C# (Proficient) • Visual Basic (Proficient) • Python (Beginner)
Git • Subversion • TFS • Premake

PROFESSIONAL EXPERIENCE

Software Developer **Vista Entertainment Solutions, Auckland, New Zealand** *Apr '16 – Present*

Project(s): Point of Sale (POS)

- I worked on a number of features and bugfixes to enhance the POS system
- I introduced style and static analyzers to ensure that the coding standards were maintained.
- I reduced the number of warnings (by more than 1500) while continuously refactoring the legacy code to make it more readable and maintainable. In some projects, I was able to bring the number down to 0 which enabled us to turn on the 'Treat Warnings as Errors' flag.
- I initiated an increase in intra-team communication across the cohort. This enabled us to avoid duplicated effort and keep other members apprised of changes.
- I initiated the process of allowing team members to have a say in what features to work on by increasing the visibility on upcoming features which was earlier limited to the Team Leads.
- I emphasized the use of unit tests over system tests to have a faster feedback loop.

Mid-Level Programmer **Gameloft (New Zealand), Auckland, New Zealand** *Jun '14 – Jan '16*

Project(s): Ice Age Adventure, Ice Age Avalanche, Pastry Paradise, FPS Prototype, Life Simulation prototype, mobile strategy game (unpublished)

- I added gameplay features in various games.
- When I was responsible for planning, estimating and scheduling AI tasks, I conducted an AI masterclass for the whole studio which was well received by both designers and developers.
- When I was responsible for the Monetization and Retention development tasks, I created a tool which allowed the Game Economy designers to see their changes (locally) in the game without requiring developer help or pushing their changes to the server.
- When I was responsible for the Localization tasks, I added support to hot load localization files to reduce the turnaround time for localization related tasks. I also added support to display multiple fonts in the same string.
- When I was responsible for the build and bug database in the Lead Developers absence, I reduced the number of manual steps required to make a QA submission build. I also added various cheats to allow for rapid testing of features.
- I modified the premake script to reduce the time spent on static analysis and validation from upwards of 5 minutes to a few seconds. This enabled us to validate the code every time the solution was built.

- I suggested and moved the unit tests into separate files for easy manageability.

Previous Experience

- I added gameplay features in various games while working with Knowledge Adventure India Private Ltd, Bengaluru, India from Aug '11 – Apr '14.
- I enhanced the existing game-play and made the game-play architecture more data driven while working with BlueGiant Interactive Private Ltd, Hyderabad, India from Aug '10 – May '11.
- I designed, implemented and tested the AI system while working with Trine Game Studios, Mumbai, India from Jun '07 – Apr '08
- I extended and re-implemented AI algorithms to make them portable for Symbian devices while working with Dhruva Interactive, Bengaluru, India from Jul '06 – Jun '07
- I was part of the team which made the existing IBM mainframe application, SOX compliant while working with Perot Systems (India) Noida, India from Jul '05 – Jun '06.

OTHER PROJECTS

- A route planner that takes a list of waypoints and uses the Google Maps API to get the distance between them. A genetic algorithm finds the optimal route. The application then spits out a html file with the route and directions. Technology: Python, C++
- An agent that learns how to play Tetris through Q learning. Technology: MATLAB
- An autonomous robot that navigates a maze and find a pre-defined object. It uses a motion model to recalculate the probabilities of its current location in the maze using an ultrasonic sensor. It also uses blob-recognition (existing library) to find the object in the maze. Technology: C++
- Demo to showcase how different easing functions behave. Technology: C++, DirectX
- Contributor to [nucl.ai course: The Principle of Modern Game AI](#)
- Currently working on an application using .net Core to help manage job applications and experiment with the new .net core framework.

AWARDS

- Award for exceeding expectations from Vista Entertainment Solutions.
- “Letter of Appreciation” from the client (Mckesson Corporation) while working at Perot Systems.
- “Pat on the Back” award from Perot Systems.

EDUCATION

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

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

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