

ANKUR SHEEL

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SUMMARY

- Total experience of 6+ years as a programmer. 5+ years of experience in game development.
- M.S. in Computer Science from University of Southern California.
- Specialties include crafting and implementing AI and game-play solutions.
- Technical Skill Set includes C++, C# and Unity 3D Game Engine.
- Good Understanding of tools and IDE's such as Git, Subversion, Microsoft Visual Studio and Eclipse.
- Soft Skills include Strong analytical abilities, communication skills and aptitude for development and coding.
- Website, Personal Projects and Blog at www.ankursheel.com

WORK EXPERIENCE

Knowledge Adventure India Pvt. Ltd, Bengaluru, India

Duration: Aug '11 – Present

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Description: Cricket game (unpublished); multiplayer Flight Simulator (unpublished).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Description: Pool on the Net (unpublished); Snakes and Frogs (mobile, unpublished).

- Extended and re-implemented AI algorithms to make them portable for (Symbian) mobile devices.
- Worked closely with a diverse team of designers and initiated the development of tools.

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