

Arshea Bimal

**Programmer/
Producer II
(Video Games)**

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Proficiencies: C#/Unity, C++, C#
Familiarities: JS, Python, Ruby, Java, HTML/CSS

Work Experience

Funomena LLC / Programmer / Producer II

Jul 2018 - PRESENT, San Francisco, CA

Worked in both production and engineering roles across several game projects, often using experimental technology and targeting non-traditional audiences. These include Stickies (Mixer), and two unreleased/unannounced game IPs.

Current responsibilities:

- Develop and iterate on gameplay features and engineering systems in Unity 3D.
- Research and engineer novel solutions in game development on new and emerging platforms.
- Closely collaborate with the lead engineer to maintain gameplay systems and meet product requirements.
- Work with the team to construct game mechanics and systems.
- Work with designers and artists to build tools that would aid and optimise pipelines.
- Modify the existing code base to fix bugs and improve performance.
- Substantial day-to-day coding, optimization and general troubleshooting.
- Own the design, schedules and budgets for multiple game projects.
- Coordinate a multi-disciplinary team by tracking project tasks, sprints and milestones.
- Assess and adjust scope in order to deliver projects on time and budget.
- Understand, report on, and aid the health of projects in whatever way reasonable.
- Lead communication with publishers & partners and assist in relevant documentation to improve communication.
- Share responsibility for social media and community management.
- Test games and features, and provide actionable feedback.
- Conduct end-user testing and document feedback and results games that reach non-traditional audiences.

Zynga Inc. / Software Engineering Intern - C#/Unity3D

May 2017 - Aug 2017, Carlsbad, CA

- Built new live-ops and gameplay features for games seen by millions of players on Android and iOS
- Contributed to backend tools and systems to solidify existing features.

- Brainstormed new ideas for features with the team.
- Collaborated with an experienced team of other developers, artists, and product managers in an agile environment
- Participated in studio hackathons to experiment and create new games and feature ideas .
- Learning the latest technologies and best practices from mentors, supervisors, and senior engineers.

Honeywell Technology Solutions / Graphics Intern - C++

Jan 2016 - Jul 2016, Bangalore, India

Enhanced display systems for aircrafts, Fused and stored data from various sensors, Developed an octree based evidence grid system

C++ Engine Projects

Floor is Lava / Networking in C++ Custom Engine

Jan 2017 - Apr 2017, Game, Low feature C++ engine

Two player game prototype implementing physics and networking in "Prime Engine".

Particle Systems / Feature in C++ Custom Engine

Aug 2016 - Dec 2016, Feature Addition, Low feature C++ engine

Added particle system feature to "Prime Engine" to render ~20000 particles of varying shape, size, texture and physics.

C#/Unity Games

Friendshrimp / Co-Lead Engineer, Executive Producer

Aug 2017 - PRESENT, Game, C#/Unity3D

As Producer: Task and team management for ~33 people.

As Co-Lead Engineer: Non linear narrative system and tool, repository management, event system, AI, code base structure and design, misc odds and ends

Mottle/ Individual project

Jan 2018-Present, Mobile game

A game based on logic gates and colour theory. All aspects self made - including design,code, sprites, and textures for objects and particles.

Bethoven / Engineer

Jan 2017, Global Game Jam, "Best Sound"

Programming generalist in a rapid development cycle for a 48-hour "Game Jam"

Struggle / Director, Producer, Engineer

Aug 2016 - Dec 2016, CSCI 599 Advanced Game Development

As Producer: Task and team management for ~11 people.

As Engineer: Priority based narration system, Animations, Enemy AI

Education

University of Southern California / MS Computer Science (Game Development)

Aug 2016- PRESENT, Los Angeles

Technical Assistant

Jan 2018 - May 2018, Los Angeles, CA

- Provided teaching assistance for Game Prototyping (CSCI 426)
- Mentored undergraduate teams with production and technical challenges faced in the game making process.

M. S. Ramaiah Institute of Technology / BE Computer Science and Engineering

Aug 2012 - Aug 2016, Bangalore, India

Referees

Jason Haber / General Manager, Funomena LLC

jason@funomena.com

Michael Zyda / Director, Gamepipe Laboratory

zyda@usc.edu

Khaled Abdel Rahman / Professor, University of Southern California

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