

# ADITYA KUMAR MEENA

Game Programmer

aditya12.133@gmail.com | 8076872162

**Linkedin | Portfolio**

## EDUCATION

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**Guru Tegh Bahadur Institute of Technology**  
Computer science and engineering Bachelor of Technology  
CGPA: 7.7

New Delhi  
2017 - 2021

**Mount Olivet Senior Secondary School**  
Degree in High School  
Percentage: 60%

New Delhi

## EXPERIENCE

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**GodSpeed Games | Trainee Programmer** Pune, Maharashtra | December 2021 - September 2022

- Managed porting of AA title to consoles: Oversaw bug fixes, introduced new features, and applied patches for improved performance.
- Optimized gameplay for low-end consoles, including Nintendo: Transformed from barely playable to achieving a smooth frame rate.
- Collaborated with QA and designers, utilized versioning tools: Resolved bugs, introduced new features, and maintained seamless project collaboration using tools like Perforce and Git.

**GodSpeed Games | Junior Programmer** Pune, Maharashtra | October 2022 - September 2023

- Oversaw porting of AA title to Nintendo Switch: Managed client support, addressing and improving game issues for enhanced satisfaction.
- Optimized game with reduced level loading times: Utilized Unreal Engine physics for flawless performance and seamless transitions between levels.
- Collaborated on Sony's India Hero Project: Implemented gameplay features with clean, well-documented code in both C++ and blueprints for streamlined collaboration.

**Avian Hearts | Game Programmer** Pune, Maharashtra | December 2023 - Present

- Developed challenging enemy behaviors, adding depth to the game.
- Enhanced gameplay mechanics and balanced player experience through collaboration with the design team.
- Identified and resolved technical issues, bugs, and performance bottlenecks for a smooth player experience.

## SKILLS

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Programming Languages: C++, C, Visual Scripting (Blueprints)  
Tools / Platforms: Unreal Engine 4, Unreal Engine5, Git/Github, VScode

## PROJECTS / OPEN-SOURCE

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**Charon's Staircase | [Link](#)**

Unreal Engine 4

- Managed the whole project for Porting with credit.
- Optimized the game for consoles like Ps4, PS5, Nintendo switch etc.
- Updated the project to use the latest features of PS5 and PS4 console
- Fixed bugs, and improved performance which reduced almost 80% of loading time.

**Seven Doors | [Link](#)**

Unreal Engine 4

- Managed the project for optimization and Porting with credit.
- Optimized the game for Low-end devices like Nintendo Switch.
- Fixed bugs, performance, and loading time of the game.