

ARSHAD HUSSAIN

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CAREER OBJECTIVE

Contribute to the Software Industry and leverage my skills towards achieving the goals of the organization by solving challenging problems such as those in gaming, in scalable applications, consumer facing, high throughput and extremely low latency apps.

PROFESSIONAL SUMMARY

- **PLAYIZZON (a startup division of JetSynthesys Pvt. Ltd.)**
 - Working as a Lead Game Developer since 6th April, 2015.
 - Improved the Salman Khan project.
 - Worked as a Lead Game Developer in Bajrangi Bhaijaan Game.
 - Improved Cricket Unlimited game to make it one of the google play featured games.
 - Programmed & Automated the builds making process for different channels using unity script.
 - Analyzed & Integrated Ads, Analytics and Notifications SDKs from different third parties in many games.
 - Attended Google Sessions in Bangalore regarding their technologies about the revenue model of Apps & Games.
 - Played role of technical consultant in setting up the process for Projects Management, IP Management, QA process, Deployment, Recruitment , etc.
 - Recommended & Interviewed Game programmers to make a balanced, strong and Gel Game Development Team.

- **KNOWLEDGE ADVENTURE**
 - Worked as a Senior Software Engineer from 2nd June, 2014. To 17th March, 2015.
 - Reskinning Jumpstart, an MMO game available at Jumpstart.com, along with its porting to Mobile Devices.
 - Worked on the feature enhancement of NFL RUSH Heroes & Rivals.
 - Worked on the feature enhancement NFL RUSH GameDay Heroes.

- **ELECTRONICS ARTS**
 - Worked as a Software Engineer from 12th August, 2011 to 13th March, 2014.
 - Worked on User Interface (UI) implementation and functionalities in Tetris.
 - Implemented Ads feature in Tetris.
 - Worked individually on many titles of EA to fix general issues.
 - Worked as a generalist programmer in the porting of “The Sims Medieval” from iOS to Window Phone 7.
 - Ported and implemented ‘try & buy’ feature in NFS hot pursuit for high resolution Android Devices.
 - Ported Plants vs. Zombies for high resolution Android devices.
 - Played main role in improvising the performance of Monopoly game, ported from iOS to Android, by fixing memory leaks and optimizing code.

- **UBISOFT**
 - Worked as a Physics Programmer from 16th May,2008 to 10th August, 2011
 - Implemented Wireless network for the racing game on Nintendo3DS
 - Designed, developed and implemented the AI for the racing game, Monster Truck on Nintendo3DS.
 - Decided pipeline for the racing game on Nintendo3DS, specially, in terms of Physics Programming.
 - Programmed and Implemented the Multi-Engine Interface and connected Havok and PhysX as well as Motion with it.
 - Developed Test Framework to demonstrate and compare the features of Motion with that of Havoc and PhysX. This helped the team to enhance and improve the performance of Motion in comparison to Havoc and PhysX
 - Designed and programmed the VRD (Visual Remote Debugger) tool.

- Got Training on Motion (An in-house Game Physics Engine), Multi Engine Interface (to demonstrate and compare the features of Motion with those of Havoc and PhysX.) and VRD (Visual Remote Debugger) of Motion at Montpellier, France.
- Programmed and implemented networking in XBL Board Game project using Onyx2 (Internal Game Engine).
- Programmed Collision Detection as part of Engine Programming training.
- Programmed “Snap Game” using Onyx1 as part of training of Onyx1.
- GAMELOFT
 - Worked from 20th August 2007 to 14th May, 2008 as Game Programmer.
 - Did localization of many Mobile Game Projects, such as Petz, Las Vegas Nights, Diamond Twister, etc.
 - Developed a tool using command shell programming that automated a part of localization process.
- AS IT CONSULTANT
 - Worked from 2004 to 2007 for few companies and trusts.
 - Developed web site for Tahiria Welfare Trust.
 - Designed, developed and supported an invoice generating application software (VB & MS Access) for Dolphin Leather Impex.
 - Designed and developed software for printing the footwear price labels for G.K. Enterprise.
 - Developed and implemented the system for generating Exam Questions for Coaching Center (Guidance Guild)
- AS COMPUTER FACULTY
 - Worked from 2003 to 2004 in Computer Department of Muslim Institute, Kolkata.
- AS PHYSICS FACULTY
 - Taught Physics to Engineering and Medical Aspirants (IIT JEE, WBJEE, etc.) from 1997 to 2003.

TECHNICAL SKILLS

- Languages known: C/C++, VC++ , C#, JAVA
- Gaming Consoles Worked: Nintendo DS, Nintendo 3DS, XBOX, PS3, PC, Feature Phone and Smart Phone.
- Platforms known: Windows 7, Windows XP/2000/98
- Mobile Technologies: J2ME. (CLDC1.1, MIDP2.0), Android, Window Phone 7.
- Tools: VS 2005, VS 2008, VS 2010, VS 2012, SVN, Perforce, Debugging tools, IS-NITRO- DEBUGGER, PARTNER DEBUGGER, Mosaic, 2d /3d Level Editors, Code Warrior etc.
- Physics Libraries: BULLET, NVIDIA PHYSX, HAVOK PHYSICS, OPEN DYNAMICS ENGINE(ODE) as well as MOTION(Ubisoft’s Internal Physics Library)
- Algorithms: GJK, A*, sweep and prune, Dynamic Tree.
- Game Engines: Onyx2 (UBISOFT’s internal game engine) & Unity

PROJECTS SUMMARY

- **JumpStart**
 - **Language and Technologies:** C#, Unity and MonoDevelop.
 - **Project Description:** Constitutes different adventurous world for kids with mythical pet creatures.
 - **Platform(s):** Web, Android and iOS
- **NFL RUSH Heroes & Rivals**
 - **Language and Technologies:** C#, Unity and MonoDevelop.
 - **Project Description:** Eight fun mini games designed to help practice different positions in a football team, including: Perfect Pass, Breakaway, Gridiron Drill, Tackle Trouble, Jump & Juke, Bat Down Blitz, D-Dash, and Upright Aim.
 - **Platform(s):** Android and iOS
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- **NFL RUSH GameDay Heroes**
 - **Language and Technologies:** C#, Unity and MonoDevelop.

- **Project Description:** an action-packed football themed game with “Local Multiplayer” with everyone connected to the same Wi-Fi.
- **Platform(s):** Android and iOS

- **Tetris**
 - **Language and Technologies:** C++, Visual Studio 2008
 - **Project Description:** The puzzle game– optimized for Android. Ported from its original iPhone/iPad version.
 - **Platform:** Android

- **The Sims Medieval**
 - **Language and Technologies:** C#, Visual Studio 2008
 - **Project Description:** Arcade game – optimized for Window Phone 7. Ported from its original iPhone/iPad version.
 - **Platform:** Window Phone 7

- **Monopoly Classic**
 - **Language and Technologies:** C++, Visual Studio 2008
 - **Project Description:** The original board game– optimized for Android. Ported from its original iPhone version.
 - **Platform:** Android

- **Monster Truck**
 - **Language and Technologies:** C++ , Visual Studio 2008, Onyx2(Game Engine)
 - **Project Description:** Monster Truck is a racing game with full of fun with three game modes (Race, Destruction and Stunts).
 - **Platform:** Nintendo 3DS.

- **Motion**
 - **Language and Technologies:** C++, C#, Visual Studio 2008.
 - **Project Description:** Motion is a physics engine of UBISOFT which surpasses the Havok and PhysX in terms of Ease of use, stability of simulation and performance.
 - **Platform:** PC, XBOX360, PlayStation3 and WII.

- **Sports Collection**
 - **Language and Technologies:** C++ / Game Engine
 - **Project Description:** Compilation of the world’s most popular sports with 15 diverse sports, from baseball to ice climbing, with arcade-style sports challenge.
 - **Platform:** Nintendo DS.

- **100 All Time Favorites (Board Games)**
 - **Language and Technologies:** C++ / Game Engine
 - **Project Description:** With 100 All-time Favorites, you can rediscover your favorite classics. Choose among a great variety of board games, card games and puzzles.
 - **Platform:** Nintendo DS, PS3, and XBOX360.

- **American Pop Star**
 - **Language and Technologies:** JAVA /J2ME
 - **Project Description:** A perfectly rendered reality TV show atmosphere, reusing all the gimmicks of the genre, with freely move in a total of 38 different locations, divided into 10 environments.
 - **Platform:** J2ME

- **Diamond Twister**
 - **Language and Technologies:** JAVA /J2ME
 - **Project Description:** A hugely addictive, simple and intuitive gameplay. 8 game modes, including 5 exclusive modes and 64 different levels of difficulty. 8 glamorous environments to steal diamonds from, like lavish mansions and museums.
 - **Platform:** J2ME

- **Las Vegas Nights**
 - **Language and Technologies:** JAVA /J2ME

- **Project Description** *Las Vegas Nights* has a simple structure and one that's superbly implemented to make it a cross between *The Sims* and any RPG title that requires you to level up your character.
- **Platform:** J2ME

QUALIFICATIONS

- MCA, December 2010, IGNOU
- BCA, December 2007, IGNOU

VOCATIONAL EXPERIENCE

- AI Programming
- Physics Programming
- 3D Programming
- Engine Programming
- Tools Programming

TRAININGS

- Undergone **Unity Engine** Training in Electronics Arts
- Industrial training on Motion (An in-house Game Physics Engine), Multi Engine Interface (to demonstrate and compare the features of Motion with those of **Havoc** and **PhysiX**.) and **VRD** (Visual Remote Debugger) of Motion at **Montpellier in France**.
- Introduction to Onyx2 (UBISOFT's internal game engine) organized by UBISOFT's **Quebec Studio** for 1 week.
- Introduction to Onyx1 (UBISOFT's internal game engine) organized by UBISOFT's Pune studio for 1 week.
- Game Engine training organized by UBISOFT's Pune studio for 8 weeks.
- Industrial training of C/C++ organized by UBISOFT's Pune studio for 10 days.