

Akshay Rachapudi

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SKILLS

Programming Languages: C/C++ (*8 years*), Java/C# (*3 years*), Python/JavaScript (*Intermediate*), HLSL (*Intermediate*)
Development Software: MS Visual Studio, Unity, Unreal 4, Eclipse IDE (Java), NetBeans IDE, Rational Rose
Other Software: Perforce, Git, SourceTree, Azure DevOps, Pivotal Tracker, MS Test Manager

WORK EXPERIENCE

Oxide Interactive INC. - Gameplay Programmer *3 years 5 months (Sept 2018 - Current)*

Project: AAA title for first party publisher. Mainly responsible for architecting and building the tech for gameplay systems.

- Developed and rearchitected gameplay code to be more efficient in a multithreaded job-based environment
- Spearheaded the gameplay systems refactor to support multiplayer (involving serializing of player actions and gamestate)
- Modified the UI system for Nitrous engine to make UI controls more modular. Created UI controls and wrote necessary shaders.

Programming language used - C++.

Light Borrower (Indie Game on Steam) - Gameplay and Tools Programmer (Team of 3) *3-4 months*

Project: Light Borrower. 2-D light-and-shadow based puzzle game made using Unity.

- Developed gameplay mechanics, editor tools and custom shaders
- Integrated feedback plugin for easy online testing

Programming language used - C#. <https://akshayrachapudi.com/portfolio/cradle/>

PROJECTS

Mytholimpics. 2-D couch co-op party game made using Unity. - Designer and Gameplay Programmer (Team of 4) *5-6 months*

My graduate capstone project where I developed mini games with variable team sizes and configurations.

- Architected and implemented the Meta-game outside the mini games.
- For grad research, I also analyzed ways to simplify game mechanics and controls and convey them to the players with minimal text.

Programming language used - C#. <https://akshayrachapudi.com/portfolio/mytholimpics/>

Cross-platform engine (PS4 and PC). - Lead Graphics Programmer (Team of 3) *3-4 months*

Created a game engine that works across PS4 and PC (DirectX 11). Developed the graphics rendering side of the engine on both platforms and APIs to the platform specific functionalities. Programming language used - C++.

Echo Tactics. 2-D turn based tactics game made using Unity. - Gameplay Programmer (Team of 4) *3-4 months*

Developed the turn-based game state manager, some of the AI elements of NPCs and was a part of most of the gameplay programming.

Programming language used - C#. <https://akshayrachapudi.com/portfolio/echo-tactics/>

Quarky Quantum. 2.5-D platformer game made on inhouse DirectX Engine. - Programmer (Team of 4) *3 months*

Developed a basic renderer for our custom game engine. Programmed shaders for basic lights and a volumetric light shader for light beam simulation. Programming language used - C++. <https://akshayrachapudi.com/portfolio/quarky-quantums/>

EDUCATION

Rochester Institute of Technology, NY, USA 2016 - 2018
Master of Science in Game Design and Development GPA: 3.93/4.0

Symbiosis Institute of Technology, Pune, INDIA 2012 - 2016
Bachelor of Technology in Computer Science GPA: 3.37/4.0
