



Shreevallabh Sunil Kulkarni

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Summary

Game developer with experience in all phases of game development including gameplay programming, procedural generation, level design, rewards design, encounter design, and theory-crafting.

Experience

Software Engineer | Skillsoft Corporation, Rochester | Apr 2019 – Present

- Wrote front and back-end code to add new features in Percipio (A microservices based e-learning product)
- Wrote BFF(Backend For Frontend) architecture code to allow communication between multiple microservices
- Worked on prototyping various gamification ideas to implement in the product

Intern Game Developer | Sriman Games LLC, India | Oct 2015 – Jan 2016

- Worked on various 2D game prototypes in Unity
- Wrote scripts for player's interaction with the world
- Conducted performance optimization using profiler to keep FPS at least at a minimum of 30
- Wrote scripts for state management of the game
- Formulated Game Design Document for various prototypes

Education

Rochester Institute of Technology, Rochester, NY, USA | August 2016 – December 2018

- Master of Science in Game Design and Development, GPA: 3.87

Sinhgad College of Engineering, Pune, India | 2012-2015

- Bachelor of Engineering in Computer Engineering

Technical Skills

Programming Languages: C, C++, SQL, Visual Basic

Scripting Languages: Unity C#, JavaScript, Papyrus (Scripting language of Skyrim Creation Kit)

Game Development SDK's: SourceSDK, Unity, Unreal Engine, Skyrim Creation Kit

Miscellaneous Tools/Libraries: ReactJS, UML, Autodesk Maya, World Machine, Git

Notable Projects

- **Anomalous Behavior of an AI Animal** **(Solo Project, Oct'17-Dec18)**
Designed and implemented an AI animal using steering behaviors and subsumption architecture. The autonomous AI demonstrates the behavior of "seeking for food" and "fleeing from enemy". Developed using Unity Engine and C# code.
- **Quest and quest chains system** **(Solo Project, Nov'18-Jan'19)**
This standalone game system is made in Unity Engine and can be integrated into any game. Quests can be added in MS Excel sheet and they will be available in the game. Quest parsing is done using C# code.
- **A custom Mod for game *The Elder Scrolls V: Skyrim*** **(Group Project, Jan'17-May'17)**
The custom mod (name: Neo-Orismer) was a part of a research project made by 2 developers with a playtime of around 45 mins. Contribution includes quest chains design, quest programming, and NPC AI.
- **Procedural generation of a 3D low poly world** **(Solo Project, Aug'17-Oct'17)**
World showcases 2 biomes: A landscape with mountain range and Islands. Developed using Perlin noise and C# scripting.
- **Elemental Rift (Master's level capstone project)** **(Group Project, Oct'17-May'18)**
This is a story-based 3D game made by 7 developers using Unity Engine. The project is accompanied with a thesis on "How to use Negative Possibility Space to improve Level Design and Rewards system". Contribution includes level design, puzzle design and programming, enemy encounter design, and rewards design.

Paper Publications

- PC Game Controlling through Android Mobile using Wi-Fi Network (Publisher: IJEMR, Date: April 2015)
- Randomized Generation of Game Levels using Binary Space Partitioning (Publisher: IJEMR, Date: April 2015)