# Aayush Mathur

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## Profile

I am a graduate in MSc Computer Games Technology from Abertay University in the UK who is determined to become a professional programmer and looking for a junior/graduate level programming job in the games industry. I have worked on several game related projects in the past as part of both undergraduate and postgraduate university courses and during my free time.

Throughout my past learning experiences, not only have I acquired programming skills but also other important skills such as teamwork and time management. I am always looking out for opportunities to learn new skills related to game programming. Here is a list of projects that have been worked on in the past.

- **C++ projects**: A top-down 2D multiplayer shooter game, a pong game clone and a Text based game
- **Unity3D projects (Using C#)**: 3D Platformer, 2D Space Shooter, Classic Snake, First Person Gun Shooting prototype
- **Java projects**: Tetris, 2D Asteroids and Tile-Based RPG (I am most proud of this project as it was developed from scratch using Java for my final year project)
- **Python projects**: Hangman and decoding a secret text encrypted using a cipher based on AES
- **High School individual project**: "How to teach physics using video games" - Made use of the game Portal 2 to solve various physics related questions

Having an interest in programming for games allowed me to work on several game related projects and now I am seeking a role where I can apply my skills in a professional working environment of the games industry.

## Technical Skills

Familiar languages and software includes:

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| • C++<br>• C#<br>• Java<br>• Python<br>• HLSL | • Unity<br>• Unreal Engine<br>• Matlab<br>• Microsoft software (MS Word, MS PowerPoint, MS Excel)<br>• Jira |

Additional skills:

- Software Testing
- Knowledge of the source control tool GitHub
- Computer applications set-up (Intellectual skills in problem solving)
- iOS/Android applications set-up
- Handling electronic devices such as computers, tablets and game consoles

# Education

| Abertay University (2018-2019) | |
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| MSc Computer Games Technology | **Pass** |
| Relevant Modules | Programming for Games, Network Game Development, Applied Mathematics and Artificial Intelligence |
| University of Essex (2015-2018) | |
| BSc Computer Games | **2:2** |
| Relevant Modules | C++ Programming, High-Level Games Development, Computer Games Programming, Virtual Worlds, Computer Games Design, Languages and Compilers, Advanced Programming |
| Accomplishments | (Dean's List) Awarded with a certificate of highest year mark prize for International Foundation Programme Four Year Degree (2015) Awarded with a certificate for completing a Cisco Networking Academy course |

# Employment Experience

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| **QA Tester**<br><br>**vTime**<br><br>**August 2021 - Present** | My job is to test software across multiple platforms to identify, investigate, report and verify bugs. |
| **SWQA Tester**<br><br>**Sony Interactive Entertainment Europe (PlayStation)**<br><br>**December 2019 – March 2021** | My job was to ensure all new firmware bugs for PlayStation consoles are identified making use of test plans, thoroughly investigated, and accurately reported.<br><br>Worked with the development team on the PlayStation 5 firmware and backwards compatibility testing.<br><br>All found bugs were reported in Jira. |

## Hobbies and Interests

I have an interest in playing various types of video games but currently I have been particularly enjoying playing Rocket League the most. This is because of the competitive aspect of the game which requires a great deal of practice to improve mechanical skills and teamplay to beat the opponent team.

Due to my interest in keeping up to date with latest video games, I have owned and played on many game consoles since I was a kid and that includes: Super Nintendo Entertainment System (SNES), PlayStation 1-4, PSP, PS Vita, Nintendo DS, 3DS and Switch.

In my spare time as a hobby, I learn to use and get familiar with Unreal Engine as I never had a chance to use this game engine before. Additionally, I always like to attend any game development conferences/talks whenever I get the opportunity as this allows me to get inspired by hearing about individual game developers' perspective on working in the games industry.

Other than playing video games, I enjoy playing Tennis with friends and family and go on holiday trips to some country. If I am not doing any of those then I like watching TV series and movies as well.

**References Available upon request**