

Abhishek Singh

Technical Designer

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EXPERIENCE

Respawn Entertainment

Technical Designer

Chatsworth, CA

Aug 2020 – Present

- *Star Wars Jedi: Survivor*
 - Maintained BD-1 and scripted new features like Electro Dart, Koboh Grinder, flying, and custom behaviors.
 - Technical owner of the Mantis – responsible for planet travel, hyperspace cutscenes, onboard experience.
 - Provided scripting and technical support for transition, triggers, and cleanup for over 45 cinematics.
 - Prototyped and polished other tech like Koboh turrets, prediction arcs, and the Tanalorr flashback sequence.

High Moon Studios

Technical Designer

Carlsbad, CA

Jun 2017 – Aug 2020

- *Call of Duty: Black Ops Cold War*
 - Crafted multiple mechanics and scripted sequences for the campaign mission “Redlight Greenlight.”
- *Call of Duty: Modern Warfare*
 - Implemented the entire interrogation gameplay sequence in “Old Comrades” mission of the campaign.
 - Provided scripting expertise and assisted with animation/code debugging for two single player levels.
- *Destiny 2: Forsaken*
 - Prototyped unique mechanics for the Barons and Scorn combatants on the Tangled Shore destination.
 - Created gameplay systems for the ambient areas which included two new Public Events.

Zynga

Software Engineer Intern

San Francisco, CA

Jan 2017 – May 2017

- Developed two slot games for the “Hit It Rich!” team as a member of mobile engineering.
- Built a Unity editor tool to streamline import by artists and implemented log search in the automated test suite.

National High School Game Academy • Carnegie Mellon University

Lead Programming Instructor

Pittsburgh, PA

Jul 2016 – Aug 2016

- Devised the technical curriculum and instructed a batch of thirty-eight students on using Unity 3D for game-dev.

SAP Labs India Pvt Ltd

Associate Support Engineer

Bangalore, India

Jul 2012 – Jul 2015

- ABAP Silver certified engineer with expertise in Oracle database operating under Lean/Agile methodology.
- Optimized bottlenecks on production systems via performance traces and root-cause analysis.

SKILLS

Languages: C; C++; C#; Python; Assembly (8086); Bash; ABAP; Java; SQL; HTML/CSS

Tools / Tech: Unreal; Blueprints; Niagara; Unity; Git; Perforce; Visual Studio; Maya; Photoshop; Oracle DB; Premiere

Platforms: PC; PlayStation; Xbox; Android; iOS; Kinect; Oculus; HTC Vive; Google Tango; Leap Motion

EDUCATION

Entertainment Technology Center, Carnegie Mellon University

Master of Entertainment Technology

Pittsburgh, PA

May 2017

- Relevant courses: Computer Systems; Game Design; Building Virtual Worlds; Improvisational Acting; Visual Story

Kalinga Institute of Industrial Technology

Bachelor of Technology • Computer Science and Engineering

Bhubaneswar, India

May 2012

- Relevant courses: Data Structures & Algorithms; Theory of Computation; Design & Analysis of Algorithms; AI

ACTIVITIES

Favorite Games

- The Last of Us • Portal 2 • Braid • Zachtronics Games • Runescape • GTA III • RDR • Bastion • Outer Wilds

In Real Life

- Biking • Exploring cities on foot • Playing the guitar • Bouldering