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CAREER OBJECTIVE

To be part of the team developing immersive, engaging and fun to play games hence generating value for organization leading to personal as well professional growth in career.

WORK EXPERIENCE

In my 5-year journey in game industry I got chance to work closely with game industry veterans on exciting game projects. Here is the list of games which are successfully shipped in market.

GLU MOBILE INC.

[December 2014 – till date]

TERMINATOR GENISYS: REVOLUTION

UI/UX Programmer

Terminator Genisys: Revolution is official game for the movie Terminator Genisys released 2015. Game is based on glu's free to play model. I worked alongside with the UI-UX designer to create intuitive and seamless UI experience. Also, I was responsible for implementing game economy boosting features like starter pack, mystery box, daily login bonus.

Role and Responsibilities:

- Validating the UI mockups against feasibility and performance at design stages.
- Provide time estimate for the UI development to management team.
- Implementing UX flow and code according to the flow other resources charts created by designers/UI-UX developer.
- Helping artist to generate and integrate art assets, atlases and prefabs in the game.
- Implemented weapon inventory screen for the game.

- Implemented and Integrated UI-UX for various features like daily login bonus, Mystery Box, Stater Pack etc.
- Helping designer to set live ops data for different guns, mystery box and other features.
- Adapting UX flow and UI notifications based on analytics to increase sales and revenue from IAP purchases and in-game items.

Engine, Tools and Technology:

- Game Engine: Used Unity3D 4.6 game engine. All major functionalities like localization, effects are developed in the project instead of using external plugins.
- UI Development: Used NGUI 3.0 for creating UI. Added custom shaders for exotic effects.
- Scripting: Game features and code is written in C# with Unity3D API.
- Operating System: All game development, debug and testing done on Mac OS-X.
- Tools: Perforce for version control, Jira and confluence for bug tracking and design documentation respectively.

UBISOFT ENTERTAINMENT PVT LTD

[June 2010 – December 2014]

PRINCE OF PERSIA: TIME RUN

Gameplay Programmer

Price of Persia: Time Run is proposed as casual runner game to acquire mobile runner market. I was part of core team which started game from conception phase to development.

Role and Responsibilities:

- Created different gameplay prototype around infinite runner mechanism like Cinematic Run event, Tap and Kill combat during run, Quick time events during run, Chase mode with AI.
- Handling the main character's animations system. The major challenge here was creating responsive character animation with the smooth transition between different states.
- Coordinating with Engine development team.
- Integrating the time manipulation system inside the game for different systems like animation, cinematic events, tutorials and particle.
- Created custom particle tool for the artist to create and modify the particle and vfx easing fast iteration in particle and vfx creation.

Engine, Tools and Technology:

- Game Engine: Ubisoft's proprietary text based engine:
- Scripting: Gameplay code and engine code is written in the lua language. Used Sublime text editor for writing the code and game engine's editor for debugging the code.
- Tools: Perforce for version control, Jira and confluence for bug tracking and design documentation respectively.

PRINCE OF PERSIA: SHADOW AND FLAME

Gameplay Programmer

Part of the 6-member core development team who build the project from scratch. Above 4 rating out 5 on all major game stores and game critic websites. Received best mobile Game of Year 13 by FICCI and People Choice award by NASSCOM.

- Creating and iterating with various gameplay prototypes with designers.
- Setting up benchmark for designers and artist on light and object placement in one scene.
- Iterated on the various touch input schemes according to playtest result.
- Implemented Input handing framework for Gesture, Virtual Joystick and Touch + Gamepad inputs.
- Created 3D, interactive UI for shop and inventory menu.
- Integrated IAP purchase item in the game.
- Implemented monetization flow with cross promotional ad and flurry ad integration.
- Implemented XML based localization pipeline to handle more 10+ languages for game with dynamic text update from the server.

Engine, Tools and Technology:

- Game Engine: Shiva3D Game Engine, lua based cross platform engine.
- Scripting: Most of the gameplay code in engine's own lua based API.
- Tools: Perforce for version control, Jira and confluence for bug tracking and design documentation respectively.

TECHNICAL QUALIFICATIONS

- **Game Engines**- Shiva 3D Game Engine, Unity 3D 4.6, Three.js, Xna Game Studio 3.0
- **Computer Languages** – C, C++, LUA, C#, ObjectiveC
- **Graphics APIs** - OpenGL, OpenGL-ES, HLSL.
- **Tools** – Perforce, SVN, Jira.

ACHIVEMENTS

- Received 'Judges Choice Award' for the Nasscom Game Jam,2015
- Participated in the Global Game Jam,2016.

PERSONAL DETAILS

Education

B. Tech in Information Technology from — May 2009

Vishwakarma Institute of Technology, Pune University, India.

Skills

- Good knowledge game programming concepts and game engines.
- Good knowledge of the graphics rendering pipeline, materials and lighting system.
- Good knowledge of OpenGL and OpenGL-ES.
- Well aware of complete game life cycle from conception to the publishing and update.
- Well organized to work in high pressure situations and tight deadlines.

Favorite Games

On Steam : Team Fortress 2, CS:GO, The Witcher 2, Prince of Persia : WW, Assassins Creed, CoD Series.

iPhone : 2048, Infinity Blade 1,2, Punch Quest, Ridiculous Fishing.