

# Srinavin Nair

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## OBJECTIVE

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To aid in the creation of high quality games with my expertise as a game programmer/designer.

## WORK EXPERIENCE

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### Sony Santa Monica Studios

Senior Technical Designer

2018 - Present (Aug)

- **Unannounced Project**
  - Working on AI, Gameplay and Combat design

### Section Studios

Lead Designer, Senior/Lead Programmer (**C#, Unity**)

2015 - 2018 (May - Aug)

- **Rival: Crimson x Chaos** ([www.rivalcxc.com](http://www.rivalcxc.com)) - Mobile Arena RTS
  - As a senior engineer on this game, worked on the core gameplay architecture, scripting engine and lockstep networking.
  - As lead designer, worked on system designs, balancing and unit creation.
- **Blood Tales** (Unreleased) - Action RPG
  - As a senior and then lead engineer on this project, architected and implemented core game play systems, AI and tools for the game.

### Muti Labs

Gameplay Programmer (**C#, Unity**)

2013 - 2015 (Jun - Apr)

- **Days of Discord** - Mobile CCG
  - Worked on the core gameplay architecture, scripting engine, UI, networking code and AI systems.

### Rebel Entertainment

Gameplay Programmer (**C++, AS3, Flash**)

2012 - 2013 (Mar - May)

- **Dungeon Rampage** - Online MMO Action RPG
  - Implemented and improved various combat/weapon systems, consumables, UI and AI behavior systems.
- **Stronghold** (Unreleased) - Online Asynchronous CCG
  - Worked on the guild system, a party system and combat effect system for this asynchronous CCG with strategic map building.

### Codename Games

Lead Software Engineer (**Lua, PSHome**)

2010 - 2012 (Jun - Feb)

- Worked on Cogs, Boom, Project Nubby and SamRPG.
- Handled all technical aspects (Gameplay, AI, Networking, Database, UI, Technical Documents) for the studio

### Silvertree Media

Game Programmer (**AS3, C#, Flash, Unity**)

2010 (Jan - May)

- **Cordy** - Puzzle Platform
  - Worked on the core platforming engine for the game. Also, worked on various tools for level building.

- Worked on one client project in Flash/AS3 as a tool programmer.
- Aided in the development of an internal Flash game engine.

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## EDUCATION

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**Carnegie Mellon University**  
Masters in Entertainment Tech  
(focus: game programming)

2008 - 2010

**National Institute of Technology (K), India**  
Bachelors in Computer Science

2004 - 2008

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## INDEPENDENT GAMES/PROJECTS

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**Anti Chess** (Mobile variant of Chess, Released on IOS/Android)

Solo programmer, Team of 2 (**Unity, C#**)

[www.zen-coder.com/games/anti-chess](http://www.zen-coder.com/games/anti-chess)

- Worked on the gameplay engine, ai and ui systems.

**Raven and Orion** (2D Platformer, Pending release on IOS/Android)

Solo programmer, Team of 4 (**Unity, C#**)

[www.zen-coder.com/games/orions-run](http://www.zen-coder.com/games/orions-run)

- Worked on the gameplay engine and tools for level design

**Hexacore** (Arcade, Pending release on IOS/Android)

Solo programmer, Team of 2 (**Unity, C#**)

[www.zen-coder.com/games/hexacore](http://www.zen-coder.com/games/hexacore)

- Worked on the gameplay engine, skin system.

**PandAI** (AI framework for the Panda3D Engine)

Programmer in a Team of 5 (**C++, Python**)

[www.etc.cmu.edu/projects/pandai](http://www.etc.cmu.edu/projects/pandai)

- Created an Artificial Intelligence framework for the open source engine Panda3D, the first of which that has been created. The open source library contained both steering behaviors and 2d path finding behaviors.

**Open Source Libraries** (Github)

Solo programmer (**C#, C++**)

<https://github.com/ZenCoderGames>

- Created a few libraries for the community to use that cover Event sequencing, Steering Behaviors and a simple SDL 2D engine.

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## SKILLS

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- **Languages:**

- Skilled in: C++, C#
- Familiar with: C, Python, Lua, Actionscript 3.0
- Used before: Javascript, Java, Node.js, Processing

- **Engines:**

Unity, Flash, PlayStation Home, Panda3D, WildPockets, SDL

- **Tools:**

Perforce, SVN, Git, Jenkins, Excel, Maya