

# AQEEL H. TAPIA

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[www.aqeeltapia.weebly.com](http://www.aqeeltapia.weebly.com)

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## PROFICIENCY

Core Strength: Game Design, Game Programming  
Additional Skills: 3D/2D Art, Level Design

*Platforms:* Windows, Android, iOS  
*Languages:* C++, C#, Java, Javascript, Lua  
*Development Tools:* Visual Studio, Eclipse, Git, TortoiseSVN, MS Office, Trello, Slack, Asana  
*Game Engines:* Unity, Unreal Engine, ActionScript, MonoGame, Construct2, Phaser, Twine  
*Graphics:* Photoshop, Illustrator, Flash, Maya, ZBrush, 3DS Max, CorelDRAW

## WORK EXPERIENCE

- Jan – May '16* **Game Developer Intern at Rockwell Collins** - Designer and programmer on a game developed in Unity for the Microsoft Surface tablet to replace traditional training tools to teach students about flight management systems used in airplanes.
- Aug-Dec '15* **Teaching Assistant for Game Design course** – Assisted the professor in conducting game design exercises and grading assignments for a Master's level game design course.
- Jun-Jul '15* **Game Designer at React! Games – Valor** – Identified design problems and offered solutions to improve player retention for a live mobile game.  
**Super Dungeon Bros** - Created and balanced levels, alternate game modes, enemies, gold/coin drops, item effects and item drop-rates.
- Jun-Sep '13* **Junior Gameplay Programmer at 'Wings Intellect', Mumbai.** - Worked on porting a Flash based web game to the iPad in Unity.

## GAME DEVELOPMENT EXPERIENCE

<http://aqeeltapia.weebly.com/my-games.html>

- Mar '15 – Jun '16* **Game Designer/Programmer on Maui** –My design work includes designing the level with elements that make it feel like Hawaii, trial challenges from the gods & gameplay balance. As a programmer I wrote gameplay code for the 4 trials, taro system.
- Aug '15 – Jun '16* **3D Game Engine** – Developed in C++. Features rendering using Direct3D and OpenGL, messaging and debugging system, AABB/OBB collision and camera collisions, shared pointers, memory manager, Lua integration, asset builder pipeline, mesh and shader builder, audio integration using FMOD and networking using RakNet. Developed a CTF style game using this engine.
- Jan '15* **Rubik's Journey** – A puzzle-platformer made in Unity. As the level designer, I designed the maze on the level and helped implement it. Game made for Global Game Jam 2015.
- Aug- Dec '14* **Video game prototypes:**
- **PaddleBash** – A high-score based endless game for the Android platform developed in Monogame. Worked on accelerometer to move the ball, enemy bug movement.
  - **Dysassociation** – Developed in Unity, helps people understand the hardships of being dyslexic. Gameplay engineer, puzzle and level designer, added lighting.
- Mar '14* **Hand-gesture Recognition** – Developed an algorithm to use a webcam as an alternative to hand gesture recognition technology for use in video games using Matlab and Unity.

## EDUCATION

- Aug '14- Jun '16* **Masters in Entertainment Arts and Engineering** in the **Engineering Track** at **University of Utah.**
- Jun '10 - Jun '14* **B. Eng. in Computer Engineering** at **Mumbai University.**

## VOLUNTEERING

- Jan '15 – Jan '16* **President** of the **DOTA 2 Student Association** at the **University of Utah.**
- Aug '15 – Jun '16* **Vice President** of the **Student Advisory Committee for EAE** at the **University of Utah.**

## HOBBIES AND INTERESTS

I enjoy digital painting, sketching, reading & outdoor activities like hiking, skiing and camping. Some of my favorite video games are *Alan Wake*, *DOTA 2*, *Warcraft 3*, *Transistor*, *Undertale* and *The Witcher* series.