

Vinod Asokan

Senior Software Engineer

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Professional summary

Results-oriented Senior Software Engineer with over 13 years of experience in game development and software engineering, poised to bring a wealth of expertise to Light and Wonder. Specializes in C#, .NET frameworks, and Agile development practices, with a strong background in leading cross-functional teams and driving product strategy from conception to enterprise scale. Committed to leveraging deep industry knowledge and innovative problem-solving skills to deliver high-quality gaming solutions.

Employment history

Senior Developer, Jan 2020 - Mar 2025

KognitiveSpark, Fredericton, Canada

- As the founding member of the development team, spearheaded the design and implementation of key features, including IoT integration, AI capabilities, 3D PDF reader, WebRTC call management, user experience testing, Mixed Reality Capture (MRC), Asset Links, Azure Spatial Anchors, and Remote Rendering
- Played a pivotal role in driving innovation, optimizing system performance, and enhancing user experience, ensuring seamless collaboration across platforms.
- Developed engaging AR user interfaces for Mixed Reality app, Remote Spark using the MVC pattern. Streamlined hologram manipulation within the app through raw HoloLens input mapping and Observer Design pattern.
- Fostered enhanced performance via a robust asset cache management system using a Proxy Design Pattern
- Reduced memory consumption by 50% through efficient profiling and optimization
- Boosted in-house game engine efficiency and functionality through debugging and feature development

Master Student Thesis (HCI Lab), Jan 2018 - Dec 2019

The University of New Brunswick, Fredericton, Canada

- Developed engaging AR research projects on Android and HoloLens platforms using Strategy Design Patterns.
- Streamlined Spatial data extraction and mesh chunk creation from HoloLens and Devised an effective categorization system for spatial data

Lead Engineer, Apr 2017 - Nov 2017

Ogre head Studios, Hyderabad, India

- Led Vengeance Expansion development for Asura, a rogue-like game
- Introduced optimization tools enhancing frame rates for a smoother gaming experience
- Broadened user engagement by integrating Steam achievements and multi-language support
- Analyzed user feedback to refine game mechanics, leading to measurable improvements in player engagement and game ratings.

Senior Software Engineer, Sep 2015 - Apr 2017

Augray, Chennai, India

- Innovated a proprietary framework, eliminating third-party dependencies for Unity 3D
- Created AR experiences using Vuforia image recognition, enhancing user engagement
- Crafted Kinect-based games for public showcase of client products
- Developed AR and VR mini-games using Vuforia SDK and Unity3D, increasing product visibility

Software Engineer, Sep 2014 - Sep 2015

Knowledge Adventure India, Bengaluru, India

- Spearheaded the development of new features for an open-world MMO game, focusing on UI and inventory management using the Observer Design Pattern.
- Conceptualized and designed physics-based mini-games for in-game events.
- Integrated Facebook login feature, ensuring COPA-certified security and

Lead Game Developer, Dec 2013 - Aug 2014

Skytou, Chennai, India

- Developed a robust online multiplayer strategy game using Unity network scripts and Smart-Fox server.
- Introduced key game features such as a navigation system, mini-map, squad formations, and hero characters' special powers.
- Leveraged Unity Kinect SDK for player bowling action recognition.
- Designed a 3D character to simulate bowling a cricket ball with precise velocity and spin.

Game Developer, Jul 2010 - Sep 2013

Game Shastra, Hyderabad, India

- Spearheaded 3D action game development, elevating user engagement
- Enhanced game performance via proficient 3D model rendering
- Introduced dynamic level loading using XML, optimizing processes
- Refined UI design, improving user interaction
- Designed compelling mini-games, boosting overall game engagement

Education

Master of Science: Computer Science Thesis (HCI), Jan 2018 - Jan 2020

University of New Brunswick, Fredericton, NB

Graduated with 4.0 GPA

Post Graduate Diploma: Game Development, Jun 2009 - Jun 2010

Image College Of Arts And Animation, Chennai, India

Bachelor of Science: Information Technology, Jul 2005 - Sep 2009

St Joseph's College of Engineering, Chennai, India

Skills

Object-Oriented Design, Source Control, Scripting, Problem Solving, Performance Optimization, C#, C++, Unity 3D, Agile Methodologies, Game Development, Software Architecture, HoloLens, AR Development, VR Development.

Languages

English (*Native*), Tamil (*Native*), Hindi (*Novice*).

Additional information

Awards

- Queen Elizabeth Scholarship for master's at UNB
- Graphics Interface 2020 Conference - Assistance for Target Selection in Mobile Augmented Reality

Links

Portfolio: vinodxr.tech, LinkedIn: www.linkedin.com.