# Gieta Nadhil Laksmana

Game Programmer

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## Technical Skills

Rigid Body Physics

Graphics Programming

Particle Effects

Skeletal Animation

Game Engine Architecture

## Languages

C / C++ / C#

HLSL / GLSL

PowerShell

## Software/Tools

Visual Studio

Git

DirectX9

OpenGL

Unity3D

## Work Experience

**Microsoft**                                                               **08/2015 – present**

*Software Engineer, ECM Engineering*

- Develop and maintain automated test tools with C# to help the Remote Desktop team perform End-to-End test scenarios easily.

**Microsoft**                                                               **05/2014 – 07/2014**

*SDET Intern, Remote Desktop Platform*

- Developed a tool to automatically process 1 terabyte worth of images and produce charts that show the mapping of the image quality levels for various progressive codecs
- Created a tool with C++ to objectively analyze the quality level of a noised image given its reference image
- Constructed unit test to ensure forward/backward color conversion is correct for AVC codec

## DigiPen Student Team Project

**Punch for Fun | Graphics and Physics Programmer**          **09/2013 – 04/2014**
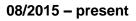
*3D local-multiplayer Arena Brawler*

- Developed 3D impulse-based rigid body physics
- Implemented Skeletal animation and hardware skinning with DirectX9 and HLSL
- Designed a robust particle editor to create different types of effect easily
- Implemented flexible data-driven deferred renderer
- Constructed art pipeline to convert FBX files to binary format to use in engine

## Education

**DigiPen Institute of Technology**, Redmond, WA          **Graduated on 04/2015**

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

**Student Work: Computer Science Teacher's Assistant**          **10/2012 – 04/2015**

- Helped and guided students with C/C++ assignments
- Graded student programming assignments, quizzes, and exams