

# AKSHAT THUKRAL

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## PROFILE

An **Engine Programmer** with 8+ years of experience in **AAA and AA game development**, passionate about building **high-performance, cross-platform systems**.

An experienced programmer with a strong history of **taking ownership**, working **autonomously**, and driving features and games from **inception to release**.

A strong team player known for **cross-discipline collaboration** with artists, design and gameplay teams; who thrives in pragmatic and curious teams, leveraging prior experience as a **Technical Artist** and **Gameplay Programmer** to bridge technical requirements with creative goals.

A manager who fosters **team health** and **career development** through mentorship and continuous feedback loop.

A leader who provides **technical insights** to ensure **high quality** and **timely delivery** of products.

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## SKILLS

### PROGRAMMING LANGUAGES

**Proficient** in **C/C++** programming. **Familiar** with C#, Python, and Lua.

### ENGINES

Experience with Ubisoft's **Genetek Engine**, Ubisoft's **Anvil Engine**, Avalanche's **Apex Engine**, **Unity 3D**, and **Godot**.

### PLATFORM DEVELOPMENT EXPERIENCE

Experience with **PlayStation 4**, **PlayStation 5**, **Xbox One**, **Xbox Series X|S**, **Nintendo Switch**, **SteamDeck** and **Windows** (including **Steam**, **Epic Games Store**, and **Microsoft Store**).

Experience with going through multiple **first-party certification** cycles (**TRC / XR**).

Experience with developing platform specific features such as; **Achievements**, **DLCs**, **Save System**, **Haptics**, **Adaptive Triggers**, **Direct Storage**.

Experienced in **memory budgeting**, **optimizations**, and driving **scalable** and **cross-platform** implementations.

### TOOLS

Extensive experience with **profiling tools** such as; PlayStation's **Razor CPU/GPU**, Microsoft **PIX**, Nintendo **LLGD**, **Tracy**, **Optick**.. Experience with version control systems including; **Perforce** and **Git**.

Familiar with some content creation tools such as; **3DS Max**, **Photoshop**, **Substance Painter**.

### MENTORSHIP AND LEADERSHIP

Experience in **mentoring and leading juniors**, both as a colleague and as a Lead. Currently leading and mentoring a **team of five** Senior Engine Programmers.

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## EXPERIENCE

### **TECHNICAL LEAD (ENGINE TEAM) - CENTRAL TECHNOLOGY GROUP (APEX ENGINE)**

Avalanche Studios Group | Stockholm, Sweden | March 2025 - Present

Working on low level engine systems, memory allocators, platform deprecation and introduction.

Leading a team of five Senior Engine Programmers with mentorship and recruitment responsibilities. Assisting the Technical Director with tech leadership, direction of the engine, and future prospects.

### **SENIOR ENGINE PROGRAMMER - CENTRAL TECHNOLOGY GROUP (APEX ENGINE)**

Avalanche Studios Group | Stockholm, Sweden | April 2024 - March 2025

Liaison for game projects for console platforms and a member of Avalanche Coding Standards Board. Collaborating inter-department with Build Team for improving our CI/CD pipeline.

### **ENGINE PROGRAMMER - CALL OF THE WILD: THE ANGLER | CENTRAL TECHNOLOGY GROUP (APEX ENGINE)**

Avalanche Studios Group | Stockholm, Sweden | September 2021 - April 2024

Liaison for all engineers in the team for console platforms. Worked on platform specific features and certification, along with implementing Haptics Tech from scratch for the company.

### **JUNIOR ENGINE PROGRAMMER - PRINCE OF PERSIA: SANDS OF TIME REMAKE | UNANNOUNCED AAAA (ANVIL ENGINE)**

Ubisoft | Pune, India | October 2019 - August 2021

Worked and maintained PS4 and XboxOne platforms. My work included; SDK upgrades, achievement system, PlayGo system, save system, data compression, analyzing GPU hangs/crashes. I worked with our inhouse language to add anti-cheat secure data types in the compiler.

### **JUNIOR TECHNICAL ARTIST - PRINCE OF PERSIA: SANDS OF TIME REMAKE (ANVIL ENGINE)**

Ubisoft | Pune, India | January 2019 - October 2019

Worked on mapping out frame-time and memory budgets for art. Created engine plugins for graphics features and asset performance and budget validation. Training and mentoring artists in performance aware asset creation.

### **INTERN TECHNICAL ARTIST - PRINCE OF PERSIA: SANDS OF TIME REMAKE (ANVIL ENGINE)**

Ubisoft | Pune, India | July 2018 - January 2019

Established direction of art pipelines and workflows, and created automation scripts to assist the art team. Worked with DCC tools such as 3DS Max, Motionbuilder, Substance Painter for validation and automation workflows.

### **INTERN GAMEPLAY PROGRAMMER - TRIALS FRONTIER (GENETEK ENGINE)**

Ubisoft | Pune, India | January 2018 - July 2018

Worked on bringing the crash ratio down, integrating and updating Ad SDKs, support for newer Android version and initial notch support, controller implementation for tvOS and AndroidTV and some UI for monthly events.

### **INTERN GAME DEVELOPER - PROTOTYPE MOBILE FPS (UNITY 3D)**

Absentia Virtual Reality | Bangalore, India | June 2017 - August 2017

Worked on several prototypes, OpenStreetMap to 3D world generator, and some custom plugins for Unity.

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## EDUCATION

### BACHELOR'S DEGREE IN COMPUTER SCIENCE AND ENGINEERING

Sushant University, India | 2014 - 2018

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## PERSONAL

I am an avid gamer who plays a lot of games regularly such as; Helldivers 2, Rainbow Six Siege, Satisfactory, Euro Truck Simulator. I love cars and driving in general; I own a pretty small, very inconvenient, but cool car.

I love to code at home whenever possible and have played around with a few things, some of which are listed below:-

### CUSTOM HOME ENGINES

I have experimented with writing a few rendering engines at home using different Graphic APIs. I have a DX9 renderer with full model loading, shading, normal mapping and tone mapping implemented. I also have a DX12 renderer to experiment with a deferred rendering model and a few features including; ImGui debug menus, custom serialization, shader hot-reload, logging system.

### DABBLING WITH DRIVERS

Recently I have been experimenting with windows drivers development and learning how they are developed and written. I am trying to write something similar to the open source QMK driver to learn.

### ARDUINO AND NES

I have been playing around with an Arduino kit for mimicking Sweden's traffic light simulations. I have dabbled into trying to write a small app for NES in 6502 assembly which was quite fun.

### UNITY GAME

Back in my university days, I created a small mobile 2D platformer game that was quite appreciated by friends and family and was quite fun.

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