

ASIM NASEER

OBJECTIVE

To secure a position as a Software Engineer, that will allow me broaden my skills and challenge my abilities.

PERSONAL

US Citizen. Immigrated from the UK.

SKILLS

- Experienced with the, Unreal Engine, Kynapse AI middle ware, C/C++, Assembler, Direct X , OpenGL, DevStudio, Perforce, Max, Maya and Scrum/Agile methods.
- Generalist. Equally comfortable working on core engine and gameplay. Worked in areas of AI, gameplay, core systems, graphics and tools.
- Experience of planning, scheduling and working on large projects.
- Experienced in development of both game play and underlying engine and methods.
- History of creative problem solving with many years of Software Engineering experience in the games industry.

PROFESSIONAL EXPERIENCE

Sept 2008 - Present Activision (Luxoflux), Santa Monica, California
Senior Software Engineer

Currently working on next project, Transformers 3

Developed and implemented an auto-generated nav mesh solution that supports walking, climbing and full “spidering” movement. Currently I have the prototype working and I am integrating it into the engine. Details available here <http://www.asimnaseer.com/work/resume.html>

Previously worked on Transformers Revenge of the fallen

- Came onboard near the end quarter of the project. Helped finish the game by implementing a lot of the remaining systems such as
 - Save game and startup session manager.
 - Leaderboard and achievement systems.
 - Downloadable content system.
 - In game advertising integration.
 - Helped multiplayer team finish the project.

June 2005–Sept 2008 **Spark Unlimited Sherman Oaks, California**
*Senior Software Engineer on a XBOX 360, PS3, PC **Unreal based** title called **Legendary** (<http://www.legendarythegame.com>)*

- Developed an original method for aircraft like navigation (non-hover) through urban environments. Including auto-generated navigation data and runtime route finding with physics constraints.
- Designed and implemented the destructible system used to show destruction of objects, characters and world in the game.
- Designed and implemented a special case procedural sheet glass mesh fracture system, which works with multiple bullet hits and partial breakage.
- Worked on the core AI as well as creature specific AI. Worked with Kynapse middleware.
- Developed the creature object interaction system which allows creatures to handle pathing obstructions intelligently, find throw-able projectiles and interact with navigation objects as well as world objects.
- Implemented the player gamepad controls and worked with designers to identify and expose tuning parameters.
- Was responsible for optimizing performance of the game on Xbox. Significantly improved performance of animation, skeletal mesh updates, weapons, effects, lighting environments and the render thread.
- Other than the above which were my main areas of "ownership", worked on many other areas of the game and many design requested engine additions and modifications as required.

2004–April 2005 **Activision (Infinity Ward) Sherman Oaks, CA**
Senior Engineer on the first xbox version of the Call of Duty.

- Worked on making the COD engine multi-platform & ported to Xbox.
- Re-organized some of the engine architecture, project setup such as directory organization and ported the tools pipelines to be multi-platform friendly. Implemented the xbox specific parts of the data pipeline.

2002–2004 **Electronic Arts Los Angeles, California**

Software Engineer III & Lead
(<http://www.gamefaqs.com/console/xbox/data/561704.html>)

- Lead Engineer on the XBOX version of Medal of Honor Frontline.
- Worked as senior engineer on Medal of Honor Rising. Worked on PS2 and XBOX versions.

1994–2002

Virgin Interactive London, UK

Technical Director

- As technical director, led the tools and technology team in the development of Virgin's in house games libraries.
- Worked with all game project teams and external teams in areas of planning, code reviews, evaluations and resolving technical issues.

1992–1994

Microprose Manchester, UK

Lead Programmer

- Initially, as a junior programmer, enhanced and optimized the Microprose 3d library, from 286-based code to 386-based code. The game was all in PC assembly and the tools were C
- Developed one of the earliest real time 3d animation/articulation system an animation editor, terrain navigation and AI for the game.

MORE DETAILED RESUME

<http://www.asimnaseer.com/work/resume.html>

EDUCATION

California State Polytechnic University, Pomona

Computer Science Major