

Anand Ashar

Navi Mumbai, India

[Email](#) • [Portfolio](#) • [LinkedIn](#) • [Git](#)

Profile

Game Developer and AI Engineer with 4+ years of professional experience in Unity (C#), specialising in gameplay programming, multiplayer systems, and performance optimisation for commercial titles. Led development on AK-xolotl, a cross-platform (PC, Xbox, PlayStation and Nintendo) roguelike-action game, including its core gameplay, AI, and online multiplayer architecture. Skilled at building scalable, modular systems with procedural content pipelines and integrating third-party Unity assets to accelerate development. Comfortable working in small, agile, fully remote teams and mentoring junior developers. Brings strong engineering fundamentals, creative problem-solving, and a passion for crafting fun, polished, and responsive game experiences, especially in experimental, narrative-rich, or humour-infused genres.

Skills

- *Game Development*: Unity (Addressables, Profiler, Optimization), Gameplay Systems, Level Tools
- *AI & LLM Integration*: Applied large language models for real-time text analysis (summarisation, sentiment, insights), AI-powered feedback intelligence, and conversational pipelines.
- *Gameplay AI*: FSMs, pathfinding, procedural content generation, and behaviour design for enemy NPCs.
- *Web & Frontend*: HTML5, Next.js, React, TypeScript, CSS, Responsive Design
- *Backend & Tools*: Node.js, Prisma, PostgreSQL, REST APIs, Python
- *Languages*: C#, C++, Python, TypeScript
- *Practices*: Agile/Scrum, Git, CI/CD, Clean Code, Cross-platform Deployment
- *Core Strengths*: Performance Optimisation, Scalable Architecture, Clean Documentation, Team Collaboration

Work Experience

Aggiornamento Lab LLP, Navi Mumbai, India

Co-founder & Lead Developer, Agent POM

Feb 2025 - Present

- Built a real-time feedback intelligence platform integrating with Slack/Discord.
- Engineered scrapers, APIs, and LLM pipelines for summarisation, sentiment, and insights.
- Designed scalable backend in Python and a React frontend, deployed with containerised services.

Co-founder & Lead Developer, [Canopy](#)

June 2024 - Present

- Developed a full-stack web product with Next.js, PostgreSQL (Prisma), and Clerk authentication.
- Managed infrastructure, domain hosting, REST APIs, and secure payment integration.
- Deployed via AWS Amplify with end-to-end ownership of product delivery.

2Awesome Studio, Barcelona, Spain (Remote, CET/CEST)

Lead Game Programmer, [AK-xolotl](#)

June 2022 - March 2024

As a Programmer, I work with an interdisciplinary agile team of artists, designers, sound engineers, and programmers to design, prototype, and implement new features to ship AK-xolotl.

- **Leadership:** Promoted to Lead Developer; managed a cross-functional team of 3 programmers. Led performance reviews, feature planning, and peer onboarding with a focus on communication and delivery quality.
- **System:** Organised engine contents and implemented addressables to reduce build size by ~80%. Optimised game for smoother functioning on low-end devices such as Nintendo Switch. Segregated game contents into multiple addressable groups for memory management and porting. Integrated core multiplayer architecture and online systems; designed for scalability and efficient network communication.
- **Graphics:** Worked with Unity's rendering pipeline and post-processing stack. Familiar with draw calls, batching, LOD systems, and shader/material optimisation for performance.
- **Service Optimisation:** Supported live service development with structured testing and deployment cycles; contributed to stable releases and patches.
- **Optimisation:** Conducted frame-by-frame analysis and performance profiling using Unity Profiler. Reduced memory footprint and CPU spikes through addressable asset streaming and draw call batching. Enabled stable performance on Switch and low-spec PCs.
- **Documentation:** Drafted technical specifications to improve backend integration. Wrote well-documented code and supporting documents for its functionalities that helped with faster onboarding for the new hires.

Game Programmer, [AK-xolotl](#)

Feb 2021 - May 2022

- **Gameplay:** Worked closely with designers and architected all core gameplay functionalities of AK-xolotl. Created the structure for the multiplayer mode of AK-xolotl. Integrated leaderboards for all platforms.
- **AI:** Built advanced AI systems for diverse enemy types using FSMs, pathfinding algorithms, and dynamic behaviour trees, enabling adaptive and varied combat encounters. Optimised AI performance for consoles and low-spec PCs.
- **User Interface:** Developed core UI Menus functionalities and HUD.
- **Tools:** Built modular level generation tools and runtime systems to support content variation and rapid iteration by the design team.

Game Programmer, [Altered Alma](#)

Sept 2020 - Jan 2021

- **Gameplay:** Implemented camera transitions, quest/dialog systems, and UI menus to support narrative-driven gameplay.
- **User Interface:** Developed core UI menu functionalities

Education

Masters Of Science in Computer Games Technology

Sept 2018 - Sept 2019

University of Abertay, Dundee

Bachelor of Technology in Software Engineering

June 2014 - May 2018

SRM University, Chennai