// AKSHAY RACHAPUDI

+1 (585) 201-9864 • akshay.rachapudi@gmail.com • akshayrachapudi.com • www.linkedin.com/in/akshay-rachapudi

---

SKILLS

Programming Languages: C/C++ *(8+ years)*, C# *(4+ years)*, Lua/Java/Python/JavaScript/HLSL *(Intermediate)*
Development Software: Unreal 4/5, Unity, Godot, CMake, MS Visual Studio, JetBrains Rider, NeoVim
Other Software: Perforce, Git, SourceTree, Jira, Azure DevOps, Pivotal Tracker, Confluence

WORK EXPERIENCE

Ashes of the Singularity II. [Oxide Games] — Dec 2024 - Present
RTS game published by Stardock Entertainment: ashesofthesingularity.com. — Team size: ~26
Game Engine: Nitrous (proprietary). Programming language used – C++
Senior Engineer
- Established framework for Game State modules and developed engine library to handle asynchronous updates
- Designed and implemented Game Tick system that runs on fixed tick rate asynchronous from the application graph
- Constructed system for asynchronous serialization of Game State
- Added multiplayer support to gameplay modules and the Game State library
- Designed and implemented data driven Tech tree system for gameplay and UI
- Built data driven system Cache system for spawning caches with random loot from weighted loot tables
- Developed core engine library responsible for asynchronous application state management and transitions
- Rearchitected the UI system from the ground up to be transform based allowing proper scaling
- Built UI for main menu and various gameplay systems using scalable styling

Ara History Untold. [Oxide Games] (*Launched Title*) — Sept 2018 – Nov 2024
AAA grand strategy game published by Microsoft: arahistoryuntold.com. — Team size: ~60
Game Engine: Nitrous (proprietary). Programming language used – C++
Technical Lead UI / Senior Gameplay Engineer
- Responsible for oversight on Nitrous and App level UI systems
- Rearchitected core UI module to decouple rendering of UI controls from their update
- Implemented subsystems to allow modding of UI textures
- Responsible for architecting and building the tech for gameplay systems
- Developed and rearchitected efficient gameplay code in a multithreaded job-based environment
- Spearheaded multiplayer gameplay systems support and established architecture for multiplayer gameplay code
- Data driven development for various gameplay systems like Fog of War, Inventory, Harvesters, Masterpieces and Game setup
- Implemented UI for critical gameplay systems like City Management, Buildings, Armies and Technologies

Crush Depth. [Earth Giant] (*Launched Title*) — May 2025 – Nov 2025
Brief Indie horror game: earthgiantgames.com. — Team size: 5
Game Engine: Unreal Engine 5. Programming language used – C++/UE Blueprints
Gameplay Engineer
- Responsible for creature AI and behavior using HTN
- Developed data driven gameplay systems for the flare and sensor mechanic
- Implemented UI and developed material to warp all HUD to player visor
- Built tutorial volume driven by Enhanced Input asset reference
- Implemented data driven cinematic credits system

EDUCATION

MS Game Design & Development, 2018 (RIT, NY, USA), **BTech Computer Science, 2016** (SIT, Pune, India)