

Andreas Sunardi

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C++ programmer aiming to become an engine developer. Experienced in AAA game porting, engine-level systems, and graphics programming. Strong focus on performance, tooling, and modern C++ design.

Education

University of Leeds

BSc Computer Science with Industrial - Current Average: 74.75%

Leeds, UK

Sep 2021 – July 2026 (Expected)

Experience

Android C++ Programmer

Feral Interactive Ltd.

July 2024 – July 2025

London, UK

- Worked on porting of Tomb Raider (2013) and Grid Legends: Deluxe Edition title from PC to Android
- Developed native android applications in C++ with CMake, Android NDK, Android JNI
- Maintained the CMake build system of our in progress projects
- Debugged various gameplay and UI bugs using LLDB and LogCat
- Implemented mobile versions of game UI according to the design of the art department using RmlUI
- Gained familiarity and adapted to different AAA studios coding standards and practices

Projects

Ray Tracer | C++, rapidObj

2025 (Ongoing)

- Built a CPU based ray tracer with support for mesh loading using rapidObj
- Implemented multiple BVH algorithms and performed a performance analysis on each

OpenGL Program | C++, OpenGL

2025

- Built a modern OpenGL rendering project to gain experience with graphics APIs and engine programming
- Implemented from scratch an FPS camera, model loading system with RAI, and centralized font rendering system
- Designed RAI based GPU resource wrappers and variadic template utilities to manage rendering resources safely

Animation Tools Library | C++

2025 (Ongoing)

- Wrote a generic interpolation system supporting multiple value types
- Leveraged modern C++ templates to avoid virtual dispatch while keeping the animation system extensible and easy to integrate
- Implemented multiple interpolation modes and with support for custom interpolation modes with lambdas
- Implemented a callback mechanism using std::function for animation completion

CMake Build System | CMake

2024 (Ongoing)

- Designed a standardized CMake project template for modern C++ projects to ensure scalability and cross-platform compatibility
- Integrated build configurations for debugging, profiling, and runtime analysis using tools such as ASAN and UBSAN

Python GPS Data Storage and Viewer | Python, Flask, Vue.js, MySql

2024

- Built a GPX data visualizer tool using a Vue.js front-end and docker containerized Flask back-end
- Implemented a Continuous Integration system using GitHub Actions running pytest, Cypress and Jest
- Implemented subscription tiers and an admin dashboard to view the app's financial performance

Message Author Predictor AI | Python, TensorFlow, JavaScript, Discord API

2024

- Trained a machine learning model using the chat history of a discord channel using TensorFlow
- Achieved a prediction accuracy of 60% with unseen data
- Built an API around the ML model to turn it into a discord bot

Technical Skills

Languages: C++, C, CMake, Python, Java, JavaScript, BASH, HTML/CSS

APIs/Frameworks: OpenGL, RmlUI, Qt, Vue.js

Developer Tools: Git, Jira, Subversion, LLDB, Neovim, VS Code, Visual Studio

Tech Art Tools: Blender, Substance Designer, Substance Painter, Reality Capture, Adobe Photoshop, Adobe Illustrator, Adobe InDesign