KRISHNA Y
GAMEPLAY PROGRAMMER

UBISOFT MONTRÉAL: September 2018 - Present

As **Gameplay Programmer** on *Unannounced Project*, I

● Am the primary owner, code approver and POC across our partner studios for Vehicle 3Cs (Camera, controls & character) including gameplay, input, interactions, physics, state management, animation & network replication

● Mentor, advise, support and help other members of the programming team, locally as well as in our partner studios across the world. As part of my role I help ensure all vehicles code submitted adheres to the highest standards possible

● Always have an open mind and am always looking for ways to improve workflows, processes and quality of life for all members of our team.

ACTIVISION (VICARIOUS VISIONS): September 2017 - August 2018

As **Software Engineer** on *Destiny 2*, I

● Worked with Bungie on a daily basis to deliver DLC for Destiny 2. I brainstormed concepts and worked with designers to prototype them in Bungie's proprietary engine

● Was the owner of Memory Budgeting and Reporting, and investigated nightly reports to ensure memory usages were within shipping budget. I initiated corrective action when they were over budget.

● Led many initiatives such as forming a comprehensive onboarding strategy for Activision employees beginning work on Bungie technology; additions and modifications to support groups, escalation strategies and communication loops and improving partner relationships between the two studios; all of which increased the overall productivity of our studio.

● Mentored and guided interns around our various technologies and workflows

As **Software Engineer** on *Crash Team Racing: Nitro-Fueled*, I

● Worked with the powerup system to implement new powerups and improve existing ones

● Implemented different UI elements using proprietary visual scripting system

● Integrated team factions for multiplayer play

ELECTRONIC ARTS: June 2013 - July 2016

As **Software Engineer** on *Tetris Blitz*, I

● Was awarded "Beyond The Call Of Duty – Record Breaking Performance" for consistent high performance.

● Wrote the Tutorial Systems, scene management and rendering interfaces

● Implemented secure memory protection that prevented hackers from being able to tamper with game data

● Implemented a new PVP Battles system that allowed players to compete against each other.

Other credited projects at Electronic Arts:

Monopoly Hotels, World Series of Poker, Heroes of Dragon Age

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LANGUAGES & TECH
● C/C++, C#, Objective C, 68k and x86 Assembly
● OpenGL, DirectX, GDI
● Windows API (Win32) , MFC, Windows Forms, WPF, UWP
● PHP, Java, JavaScript, HTML, CSS, SQL

ENGINES & APPLICATIONS
● Unreal
● Unity
● Adobe Creative Cloud (After Effects, Premiere Pro, Photoshop, etc.)
● Sound Forge, Acid Pro & Vegas Pro
● Cakewalk SONAR, Avid Media Composer, Pro Tools
● Virtual Reality & Augmented Reality

EDUCATION
● **MS in Interactive Entertainment**, Florida Interactive Entertainment Academy (University of Central Florida) - August 2016 to December 2017
(I am FIEA Motion Capture Certified)

● **BTech in Computer Science and Engineering**, National Institute of Technology, Warangal – June 2009 to May 2013

Collision Detection ● Core Game Loop
Level Management ● Parsing
Scripting ● Build Scripts ● Score Composition
Audio Recording ● UI Systems
Dialogue Management
Compression/Decompression
Rendering ● Pathfinding ● Navigation
Obstacle Avoidance ● Motion Capture