



KRISHNA YERAGUDIPATI

GAMEPLAY PROGRAMMER



All the projects and icons listed are clickable and will take you to their respective pages!

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VICARIOUS VISIONS/ACTIVISION/BUNGIE (SEPT 2017 - PRESENT)

Destiny 2 | *Software Engineer (Gameplay)*

- As part of Activision, 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
- I 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.
- I 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.
- I mentored and guided interns around our various technologies and workflows.

FIEA (AUG 2016 - DEC 2017)

Buddy Escort System | *AI Programmer*

- Built a generic C++ component for Unreal Engine 4 that has steering, obstacle avoidance, navigation and pathfinding while experimenting with Dijkstra's and A* algorithms.
- Has blueprint interface so as to be easily utilized by scripts

Card Link | *Lead Programmer*

- VR based card game on HTC Vive
- Laid down the architecture for the game flow
- Mentored team members in code quality and workflow
- Developed card systems, core game logic and systems

Game Engine | *Engine Programmer*

- Created a data driven game engine in C++ 11 which included implementing standard containers from scratch such as list, vector and hashmap, and building a game loop. It also had an asynchronous messaging system, and implemented basic scripting through data-defined components.

ELECTRONIC ARTS (JUN 2013 - JUL 2016)

Tetris Blitz | *Software Engineer I*

- 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.

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