[RELIC ENTERTAINMENT] [Technical Lead] [2020 - Present]
Age Of Empires IV, Company of Heroes 3
- Lead a team of talented and passionate gameplay programmers
- Provide mentorship, guidance, technical direction and motivation
- Review code, evaluate performance, help set and achieve career goals
- Plan, track and facilitate the team in achieving milestones
- Build a strong culture of transparency, compassion and trust
- Part of the Team Advisory Committe monitoring the health of the game
- Interview & hire the best talent
- Gameplay programming on the side

[UBISOFT MONTRÉAL] [Senior Gameplay Programmer] [2018 - 2020]
Far Cry 6
- Was 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
- Mentored, advised, supported and helped other members of the programming team, locally as well as in our partner studios across the world. I helped ensure all vehicles code submitted adhered to the highest standards possible
- Gave talks & knowledge sharing sessions to increase our skillsets together
- Improved workflows, processes and QOL for all members of our team

[ACTIVISION BLIZZARD (VICARIOUS VISIONS)] [Software Engineer] [2017 - 2018]
Destiny 2, Crash Team Racing: Nitro-Fueled
- 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.
- Interviewed, hired, mentored and guided new employees around the studio, our various technologies and workflows

[ELECTRONIC ARTS] [Software Engineer I] [2013 - 2016]
Tetris Blitz, Monopoly Hotels, World Series of Poker, Heroes of Dragon Age
- 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

ADDITIONAL
- Mentor for UCF students for the 2020-2021 and 2021-2022 academic years
- Mentored a team of 8 students for the Ubisoft Game Lab Competition 2020.
- Moderator at Ubisoft Developer Conference 2020
- Judge at the IGF 2019 & 2020 (part of GDC), Global Game Jam @ ETS 2020, McGill McGame Jam 2019 & 2020 and RPI Game Jam 2018
- FIEA Motion Capture Certified (2017), Received the FIEA Technical Director Fellowship Award (2016)
- Awarded "Beyond The Call Of Duty – Record Breaking Performance" at EA for consistent high performance (2016)

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https://github.com/gtaddict

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, 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

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