

UBISOFT MONTRÉAL: September 2018 - Present

As **Senior 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. I help ensure all vehicles code submitted adheres to the highest standards possible
- Give talks & knowledge sharing sessions to collectively increase our skillsets
- 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 BLIZZARD (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.
- Interviewed, hired, mentored and guided new employees 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

- 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 titles at EA include **Monopoly Hotels**, **World Series of Poker**, **Heroes of Dragon Age**

AWARDS & ACTIVITIES

- Am currently mentoring a team of 8 university students for the Ubisoft Game Lab Competition 2020.
- Was a judge at the Independent Games Festival 2019 & 2020 (part of GDC), the McGill McGame Jam 2019 & 2020 and the RPI Game Jam (2018)
- FIEA Motion Capture Certified (2017)
- Received the FIEA Technical Director Fellowship Award (2016)
- Was awarded "Beyond The Call Of Duty – Record Breaking Performance" at EA for consistent high performance (2016)



ACTIVISION

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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
- **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