

KRISHNA YERAGUDIPATI

GAMEPLAY PROGRAMMER

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FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY (AUGUST 2016 – DECEMBER 2017)

AI Follower System | *AI/Physics Programmer*

- Currently working on building a generic AI follower system C++ component for Unreal Engine 4
- Has blueprint interface so as to be easily utilized by scripts

Card Link | *Lead Programmer*

- VR based card game on HTC Vive built in Unity 5
- Laid down the architecture for the game flow
- Mentored team members in code quality and workflow
- Developed card systems, core game logic and gameplay systems

Why Did Baba Yaga Take My Brother | *Systems Programmer*

- VR game on HTC Vive that teaches empathy to children built in Unreal Engine 4
- Implemented dialogue trees and gameplay systems for complex character interactions

Game Engine | *Engine Programmer*

- Created a cross-platform data-driven game engine in C++ 11 from scratch – from containers such as vectors and hash maps to asynchronous event-driven messaging systems
- Included a basic runtime scripting system that communicated with native C++ code

Hues Of Hope | *Audio Programmer*

- Implemented dynamic score – where layered tracks would fade in and out based on player's actions
- Implemented dialogue manager that queued dialog, synced subtitles and hooked into player's actions
- Controlled EQ, reverb, LPF, and other effects dynamically through code

ELECTRONIC ARTS (JUNE 2013 – JULY 2016)

Tetris Blitz | *Software Engineer I*

- Received the "Beyond The Call Of Duty – Record Breaking Performance" award for consistent high performance.
- Wrote the Tutorial Systems, scene management systems and rendering interfaces in Cocos2d-x
- Implemented secure memory protection that prevented hackers from being able to tamper with game data
- I 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 Engine 4, Unity
- VICON Blade
- Adobe Creative Cloud (After Effects, Premiere Pro, Animate, Photoshop, etc.)
- Sound Forge, Acid Pro & Vegas Pro
- Cakewalk SONAR, Avid Media Composer, Pro Tools

EDUCATION

- **MS in Interactive Entertainment**, Florida Interactive Entertainment Academy - August 2016 to December 2017 (Expected)
- **BTech in Computer Science and Engineering**, National Institute of Technology, Warangal – June 2009 to May 2013