

KRISHNA YERAGUDIPATI

GAMEPLAY PROGRAMMER

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www.KrishnaMakesGames.com



Card Link | FIEA | Lead Programmer

(February 2017 – Present)

- 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.

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

(January 2017 – Present)

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

Game Engine | FIEA | Engine Programmer

(January – April 2017)

- Created a data driven game engine in C++ 11 which included implementing standard containers from scratch and building a game loop.

Hues Of Hope | FIEA | Audio Programmer

(October 2016)

- Implemented dynamic score – where layered tracks would fade in and out based on user's actions
- Composed and recorded the score
- Controlled EQ, reverb, LPF, and other effects dynamically through code
- Co-wrote, directed, recorded and post-processed 100+ lines of dialogue in the game.

Tetris Blitz | ELECTRONIC ARTS | Software Engineer I

(January 2014 – July 2016)

- Wrote the FTUE 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.

World Series Of Poker | ELECTRONIC ARTS | Software Engineer I

(September 2013 – December 2013)

- Transitioned the game to Caesar's without any hitches – migrating even anonymous users with the least amount of inconvenience

LANGUAGES & TECH

- C/C++, C#, Objective C
- PHP
- Assembly
- Java
- JavaScript
- HTML, CSS
- SQL
- Windows API
- (Win32) , MFC, Windows Forms, WPF

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

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