# Krishna Y

**Phone** (+91) 9703631393 **Email** [krishnabharadwaj@gmail.com](mailto:krishnabharadwaj@gmail.com)

**Address** Flat C-401, Sri Sai Ram Towers, Hafeezpet, Andhra Pradesh, India.

Currently employed as a **Software Engineer I** at **Electronic Arts**.





Heroes of Dragon Age Monopoly Hotels Tetris Blitz World Series of Poker

**Languages and Technologies**

C/C++; C#; Objective C; PHP; Assembly; Java; JavaScript; HTML; CSS; SQL. Familiar with the Windows API (Win32) and have worked with MFC, Windows Forms and WPF

Unity

Adobe Creative Suite (After Effects, Premiere Pro, Flash, Photoshop, etc.), Sony Sound Forge, Acid Pro & Vegas Pro, Cakewalk SONAR, Avid Media Composer, Pro Tools.

**Experience**

June 2013 – Present **Software Engineer I** at **Electronic Arts**

I’ve worked on multiple titles at this studio, including:

**Tetris Blitz**:

* I am part of the team that is currently working on a complete reboot of Tetris Blitz. We are moving the entire rendering engine to cocos2d-x, from an EA-proprietary engine. I am responsible for writing the scene management and transition systems.
* I implemented secure memory protection that prevented hackers from being able to tamper with game data.
* I was responsible for the implementation of a new Battles system that allows players to compete against each other (PvP mode). This involved building a new dataset and interfacing with the server on a whole new scale.
* I was responsible for the implementation of multiple new powerups in the game. Within these systems, I also extended and maintained tweeners and sprite animations systems.
* I worked on extending the existing UI/atlassing system to completely revamp the look of the game for Tetris’ 30th anniversary celebrations.
* I also implemented a server-controlled killswitch system in the client that would allow administrators to turn specific features on and off if there was a need to.
* I was also responsible for maintaining the network command engine for the game.
* I also extended the existing loading and splash systems to allow for different sequences when new game modes were introduced.

**Heroes Of Dragon Age:**

* I was given the responsibility of maintaining the FTUE system and the loading systems of the game.

**World Series of Poker:**

* I was part of the team that helped transition the game to Caesar’s Interactive Entertainment
* Worked on UI to display appropriate messaging and call to action so that our users could migrate with the least inconvenience caused
* Tough challenges faced were the need to migrate even anonymous users without losing any data

**Monopoly Hotels**

* I was responsible for porting over the game to a new platform services engine from a legacy one.

I’ve also mentored a couple of interns who were with us for a brief period of time.

**Education National Institute of Technology – Warangal**, AP, India **Fall 2009 – May 2013**

**Bachelor of Engineering in Computer Science and Engineering**, **Class of 2013** Coursework: Data structures, Operating Systems, Databases, Algorithms, Programming

Languages, Computer Architecture, Computational Theory, Microprocessor basics, Discrete

Math, Systems Programming.

**Other Projects**

 **Internal Website** (2012). Wrote a complete “Intra-site” for the college that helps students in their day-to-day activities and communication. This intra-site also had an e-mail server, radio station and chat server, all of which had 24x7 uptime. [*PHP*]

 **Advanced Keylogger** (2012). Wrote a keylogger that monitors all user activity including keystrokes and mouse clicks. It also takes screenshots periodically at a user (the hacker) specified interval. It then transmits all this data to a remote server. The keylogger has the ability to be controlled remotely from the server or even updated to a new version remotely. This keylogger has not been detected by any major anti-virus engine so far. It is written in native C++ and is super optimized; at peak load it consumes only 700-900K memory (if the network transmission thread is not communicating). [*C++/Win32*]

 **Text to CSV converter and Voting System** (2012). Wrote a "Voting system" utility for a singing competition held during the college cultural fest. It converts the messages received by our cell phone into a format readable by Microsoft Excel for further processing. This application has an easy-to-navigate GUI and is

written using the Microsoft .NET Framework. [*C++/Windows Forms*]

 **Device driver** (2011). Wrote a custom device driver for the D-sub 25-pin I/O port (Parallel port). Code was written in C, and embedded inside a Linux kernel. Interfaced it with custom hardware (series of bulbs) and wrote controller code to make the bulbs glow in desired way. [*C/Linux/console app*]

 **Encrypter/Decrypter** (2010). Created a program to encrypt and decrypt messages using a custom algorithm. Text when entered is encrypted and saved in a file. The file when opened on another computer using the same program and correct password is decrypted and message displayed on the screen. [*C++/console app*]

 **Zip Cracker** (2010). Wrote a program that can crack password-protected ZIP files using the brute force method. [*C++/console app/uses 7-zip command line tools*]

 **Mini supermarket POS** (2009). Built a tracking program for a supermarket. Keeps track of an inventory and alerts higher authority when replenishment is required. Takes barcode as input and prints a bill for the customer. Contains an administration console where complaints lodged can be viewed, as well as

items replenished. [*C++/ console app*]

**Activities**

 I’ve conducted a web development workshop in school teaching the basics of PHP, where more than 400 students turned up over the course of two days. (2013)

 Mentored and took evening classes for junior year students for Operating Systems and other courses. (2012)

 Conducted evening classes for fellow classmates who were new to coding and could not cope up with the File Structures classes. (2010)

 I am passionate about music and film and can sing, play the piano, guitar, bass and drums. I’ve also edited/co-directed a handful of short films, a couple of which won at multiple national level colleges. I also co-created the promotional videos for the technical and cultural fests for the college. (2009, 2010, 2013)

 Granted Administrator status on wikiHow after more than a thousand contributions. (2010)