

# Phani Srikar

ENGINE DEVELOPER · GRAPHICS PROGRAMMER

Bangalore, India

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"Pixels....Ummm.... I eat tasty pixels for Breakfast, Lunch and Dinner."

## Skills

<b>Programming Languages</b>	C, C++, Lua, C#, GLSL, HLSL, PSSL2, Python
<b>Consoles</b>	PS5, PSVR 2
<b>Graphics APIs</b>	AGC, OpenGL, Vulkan, DirectX12
<b>Other APIs</b>	QT
<b>Tools</b>	Visual Studio, RenderDoc, NSight, Blender, Razor, XCode
<b>Game Engines</b>	Unity, Unreal, Phyre Engine, Godot

## Work Experience

### Graphics Programmer

California, United States (Remote)

THE FORGE INTERACTIVE, INC.

June, 2024 - November, 2024

- Worked on The-Forge rendering engine enhancements and internal POC research projects

### Graphics Programmer

Bangalore, India

SONY INDIA SOFTWARE CENTER

Sep. 2021 - June, 2024

- Project - SIE (PS5 SDKQA-Graphics team)
- Developed an internal game engine for PS5 and PC for SARD, Sony India
- Developed a Game Automation Framework for Engine using Imitation Learning
- Ported Sony centre metaverse to PS5 and PSVR2 using Unity Engine's PlayStation packages
- Reproduced graphics related papers for R&D teams using in-house DirectX12 framework

### Computer Graphics Engineering Intern

Bangalore, India

VIGA ENTERTAINMENT TECHNOLOGY

Feb. 2021 - Apr. 2021

- Developed IMU based motion capture pipeline from scratch and development of proprietary motion solving algorithms
- Developed Research practices in motion capture to production pipeline
- Developed a QT - Vulkan application for visualization of the 3D motion capture data + plugin for Unreal engine
- Contributed to understanding of IMU sensor data and improvement of sensors workflow

## Projects

### Razix Engine

[https://github.com/](https://github.com/Pikachuxxxx/Razix)

[Pikachuxxxx/Razix](#)

RAZIX IS A HIGH PERFORMANCE ENGINE FOR EXPERIMENTING WITH DIFFERENT RENDERING TECHNIQUES AND ENGINE ARCHITECTURES.

- Cross-Platform 3D engine with multi render API support (Vulkan and DirectX12) built in C++17
- Data-driven framagraph based on EA's frostbite engine using transient resources
- framagraph uses json to parse the passes, it also has a QT node-graph editor built from scratch for editing
- Jolt physics engine and lua based scripting
- Editor and Tools built using QT and uses HLSL as the primary shading language
- Features custom memory library, STL and mesh formats for fast mesh loading
- It's being built on a new design principle of "Everything is as asset" to replace traditional gameobject and ECS systems
- Custom memory pools to track everything everywhere at all times and uses handles instead of pointers
- Extremely well documented design and focuses on keeping code simple and easier to read

## Presentations

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### STEF'22 - Sony technology Exchange Fair

Tokyo, Japan

PRESENTER FOR AUTOMATING FAST GAMEPLAY TESTING USING IMITATION LEARNING

Dec. 2022

- Designed a system that works with game engines source by registering as components to enable automated game testing using imitation learning to mimic players gameplay styles
- Presented demos on how the system can be used with various engines/games to automate gameplay
- Participated in Q/A and discussion sessions

## Open Source Contributions

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### Bosca Ceoil

[https://github.com/](https://github.com/TerryCavanagh/boscaceoil)

[TerryCavanagh/boscaceoil](https://github.com/TerryCavanagh/boscaceoil)

BOSCA CEOIL IS A FREE, EASY TO USE TOOL FOR CREATING MUSIC!

- Maintainer of Bosca Ceoil for MacOS system
- Played a crucial role in extending the life and support of the software

## Education

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### Sreenidhi Institute of Science and Technology

Telangana, India

B.TECH IN ELECTRONICS AND COMMUNICATION ENGINEERING

Aug. 2017 - July. 2021

### Narayana Junior College

Telangana, India

CLASS XII

Aug. 2015 - Aug. 2017

## Hobbies

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- Gaming
- **Speedcuber** - can solve a wide range of puzzle before you say brrr.
- Badminton
- Amateur Guitarist
- Homebrew Development