

# Phani Srikar

ENGINE DEVELOPER · GRAPHICS PROGRAMMER

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

## Summary

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Graphics programmer with unflinching thirst for pixels and passion to make something intriguing and incorporate the wonders of pixels into the virtual world. A Nerd who loves to architect game engines and make hardware run faster. Highly enthusiastic about GPU architecture. Homebrew developer for the PSVita and PS3 consoles. Electronics engineer by heart who can make wonders with ICs and can control anything that is micro.

## This is a work In progress (Won't be updated unless I'm out of my Imposter Syndrome)

## Skills

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<b>Programming Languages</b>	C, C++, Assembly, Lua, CUDA, C#, Objective-C/C++, GLSL, HLSL, Nvidia CG, PSGL
<b>APIs</b>	OpenGL, Vulkan, DirectX 11, Metal, GXM(PSVita), GCM(PS3), QT, PhysX, Box2D, OpenAL
<b>Architectures</b>	Turing, Ampere, RDNA 1/2, Arduino, Raspberry Pi
<b>Tools</b>	Visual Studio, RenderDoc, NSight, Atmel Studio, XCode, Blender, Houdini
<b>Game Engines</b>	Unity, Unreal, Phyre Engine