SREENATH GUTTIKONDA

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PROFESSIONAL EXPERIENCE

Jutera Labs   Oct 2012 - present
Senior Software Engineer
As part of a dynamic startup, I have had a variety of responsibilities.

- OpenRTB Bidders for a Demand Side Platform   `php`
- Data Intelligence scripts over app usage data   `hadoop, mahout, php`
- Html5 games   `yeoman, coffeescript, canvas`
- Perk browser   `autoupdate, google omaha, sparkle, extensions, canvas, push-messaging`

Sierra Atlantic   Jun 2013 - Aug 2012
Senior Consultant
I was the technical lead for the backend engineering team focussed on scaling a set of sound processing servers. Later on, I was an individual contributor working on hybrid mobile applications.

- Mobile applications   `phonegap, javascript, sencha touch`
- Sound Processing backend middle-man server for Music Mastermind `c++, fastcgi, streaming,`
  `lame, audio-fingerprinting, aws`
- Conducted the Hyderabad student programming contest   `DOMjudge`

GoLive Gaming Solutions   Sep 2007 - Apr 2010
co-founder
GoLive was gaming startup aimed at doing in india what CPL or ESL are doing in other parts of the world. Later on, we provided game consulting for clients in advertisement and medical marketing.

- Game Consulting
- Competitive Gaming League   `dota, counter strike`

ATI (now AMD)   Feb 2006 - Aug 2007
Enginer
I was recruited to start and lead the Game Performance Lab at Hyderabad. The team worked with the marketing and hardware driver teams to report on in-house and comparable competitor performance.

- Game Performance Lab   `starting member`

Infosys   Sep 2004 - Sep 2005
Software Engineer

- Visual Studio templating system   `c#`

EDUCATION

International Institute of Information Technology - Hyderabad
Bachelor of Technology in Computer Science and Engineering, **April 2003**

MISC

- Modest sample of programming interests at github
- Played for India at the World Cyber Games 2003 `age of empires`
- Development Environment: `vim, tmux, unix`