SREENATH GUTTIKONDA

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PROFESSIONAL EXPERIENCE

Jutera Labs   **Oct 2012 - present**
Director of Engineering - Games
Currently handling all technical responsibility for the **Perk** suite of games.
- Penny Auctions   `nodejs, webapp, hybrid mobile app, ios, android, php laravel`
- Scratch card games   `ios, android, php laravel`
- Html5 games   `yeoman, coffeescript, canvas`
- **OpenRTB** Bidders for a Demand Side Platform   `php`
- Data Intelligence scripts over app usage data   `hadoop, mahout, php`
- Perk browser   `autoupdate, google omaha, sparkle, extensions, canvas, push-messaging`

Sierra Atlantic   **Jun 2013 - Aug 2012**
Senior Consultant
Technical lead for the backend engineering team focussed on scaling a set of sound processing servers.
Worked as an individual contributor on hybrid mobile applications for our clients.
- Mobile applications   `phonegap, javascript, sencha touch`
- Sound Processing backend middle-man server for **Music Mastermind**
- Conducted the Hyderabad student `c++, fastcgi, streaming, lame, audio-fingerprinting, aws` 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.
GoLive also provided game consulting for clients in advertisement and medical marketing.
- Game Consulting   `flash, game development`
- Competitive Gaming League   `dota, counter strike`

ATI (now AMD)   **Feb 2006 - Aug 2007**
Lead Enginer
Recruited to start and lead the Game Performance Lab at Hyderabad.
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`