

SREENATH GUTTIKONDA

Bangalore, India

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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

Sierra

autoupdate, google omaha, sparkle, extensions, canvas, push-messaging

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 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.

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 Engineer

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`