

# SREENATH GUTTIKONDA

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## PROFESSIONAL EXPERIENCE

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### 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, java, php
- Html5 games yeoman, coffeescript, canvas
- Perk browser & extensions c++, objc, canvas, websockets, rabbitmq
- Perk browser autoupdate google omaha, sparkle

### 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.

- Sound Processing backend middle-man server for Music Mastermind c++, fastcgi, lame, streaming, audio-fingerprinting, aws
- Mobile applications phonegap, javascript, sencha touch
- 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 domains.

- Game Consulting
- Competitive Gaming League dota, counter strike

### ATI (now AMD)

Feb 2006 - Aug 2007

*Engineer*

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#

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## EDUCATION

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### International Institute of Information Technology - Hyderabad

Bachelor of Technology in Computer Science and Engineering, April 2003

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## MISC

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