# ABHISHEK RAY

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## EDUCATION

*NANYANG TECHNOLOGICAL UNIVERSITY, SINGAPORE*                    Jul 2008 – May 2012

- BEng, Computer Engineering
  GPA - 4.38/5

## ACADEMIC EXCHANGE

*UNIVERSITY OF MARYLAND, COLLEGE PARK*                    Aug 2010 – Dec 2010

- One of the best Universities for Computer Science.
- Adapted to a completely different style of teaching.
- Improved communication.

## WORK EXPERIENCE

*DAYLIGHT STUDIOS, SINGAPORE*                    Jun 2012 – Present

- Working as the lead iOS Programmer in a dynamic mobile game development startup of 12 people, to develop a multiplayer social Role Playing Game.
- Responsible for owning and pushing out features and meeting tight deadlines.
- Designing and developing the game in Objective C using cocos2d game engine.

*SINGAPORE-MIT GAMBIT GAME LAB, CAMBRIDGE, MA*                    Jun 2011 – Aug 2011

- Worked as a Programmer in a team of 10 people, to design and create a point and click adventure game and a set of tools to ease the process of game development. These helped the Game Designer create more complex puzzles.
- Developed the game in Actionscript and the tools in C# and Silverlight. Tools used XML to pass data to the game.
- Link for the game – **{** HYPERLINK "http://gambit.mit.edu/loadgame/stranded.php" **}**

*INSTITUTE OF HIGH PERFORMANCE COMPUTING, SINGAPORE*                    Jan 2011 – May 2011

- Developed a library for a Poisson solver by mapping algorithms commonly employed in high performance computing onto a multi-GPU server. Accelerated the application by implementing the sequential algorithms in parallel.
- Implemented the library in CUDA C. Achieved a speedup of around 20 times as compared to the FORTRAN library.

## PROJECTS

*Final Year Project – Mapping Streaming Applications to OpenCL*                    Aug 2011 – Jun 2012

- Responsible for researching and analyzing the feasibility of porting an existing library for Mapping Streaming Applications from CUDA to OpenCL.
- Compared the performance of the library in OpenCL with CUDA based on heuristics important for the streaming applications.
- The results of the research were compiled into a research paper and published.

*NTU Facebook Game – Getting Around NTU*                                                    Aug 2011 – Dec 2011

- Designed and developed an educational Facebook game to help prospective students learn more about the university.
- Worked as the sole programmer in a team of 3 people and led the team to deliver the game in a tight deadline. Developed the game in Actionscript and used the Facebook-Actionscript API to interface between the game and Facebook.
- Link for the game - { HYPERLINK "https://apps.facebook.com/gettingaroundntu/" }

*BitTorrent PROJECT*                                                                          Sep 2010 – Dec 2010

- Designed a fully functional BitTorrent client for Computer Networks Course. BitTorrent client gets the list of all the peers from the tracker and then connect to those peers, send and receive a handshake and then download all the pieces from the peers and send have messages to all the peers.
- Developed the client using the Sockets API on Linux and C.

*DATABASE PROJECT*                                                                            Sep 2010 – Dec 2010

- Designed and implemented a database system for ordering and delivering groceries through a web interface using PHP and MySQL.
- Required to load the database by scraping data off similar websites and to run CRON jobs to simulate client database load.

## CO-CURRICULAR ACTIVITIES

*VICE PRESIDENT, NTU COMPUTER SOCIETY*                                                         Aug 2010 – Apr 2011

- Spearheaded the committee to successfully organize NTU Computer Society's flagship event Techathlon that comprised of various events such as a Tech Quiz, a Coding and Speed Cubing competition spread over 2 days in which more than 150 students took part.
- Responsible for liaising with the Student Affairs Office in NTU and the proper functioning of the entire committee.

*CHAIRPERSON, HALL CHARITY PROJECT*                                                           Aug 2009 – Apr 2010

- Proposed and led a 15-member team in organizing a charity programme, comprising of various fund raising events such as cookie and midnight supper sales, raising $2200 to fund visits to children's home.
- Recruited up to 50 fellow student volunteers to visit children's homes, teach and play with the children and spend some meaningful time with them.

## SKILLS

- *Computer* – C, Java, C#, Actionscript, CUDA, PHP, Objective C
- *Languages* – Fluent in written and spoken English and Hindi. Intermediate level of spoken Bengali.

## AWARDS & ACHIEVEMENTS

- *SIA-NOL Scholar*- Awarded to outstanding students of Indian nationality for full-time undergraduate studies at NTU.

## HOBBIES

- Watching and playing football
- Traveling