

ABINAND A.S

Software Engineer - Web and Game Programming

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SUMMARY OF QUALIFICATIONS

- ✓ 4+ years of technical experience in systems integration, web application development, product prototyping, performance engineering and solution design as an individual and in team roles.
- ✓ Domain experience in E-Commerce, CRM, SaaS platforms, Game Development, Augmented and Virtual Reality.
- ✓ Knowledgeable on the fundamentals of game engines, rendering and lighting techniques, shaders, 3D mathematics, web services and web application architecture.
- ✓ Creative yet organized with a natural passion for learning and stays updated on current trends in technology.

TECHNICAL SKILLS

C#, JavaScript, WebGL, Three.js, Unity 3D, Unreal Engine 4, Vuforia, ASP.Net, Java, jQuery, T-SQL

PROFESSIONAL EXPERIENCE

Freelance Game Developer: (May 2015 - Present)

- Created augmented and virtual reality experiences for real-estate marketing campaigns using Unity3D.

Junior Technology Specialist at Lister Technologies: (Dec. 2014 – May 2015)

- Assisted on architecture and technology consulting on the .Net stack for CRM and E-Commerce projects.
- Implemented prototype of big data solution for B2B marketing analytics with HDFS and Apache Spark.

Senior Software Engineer at Lister Technologies: (Oct. 2013 – Nov. 2014)

- Developer for Fortune 500 E-Commerce website based on ASP.Net for projects on re-architecture, internal tools, customer experience enhancements, business feature implementations and back-end refinements.
- Created C# batch jobs and SSIS packages to generate marketing reports for co-branded credit cards.
- Recognized for work on modular architecture implementation for an internal content management tool.

Software Engineer at Lister Technologies: (July 2012 – Sept. 2013)

- Integrated MS Dynamics CRM with Zendesk and Google business apps using web services and JavaScript.
- Implemented one of the first Salesforce CRM canvas apps that featured Twilio telephony integration.
- Recognized with spot award for reducing dependency on external consultants for product deployment.
- Created and customized social CRM front-ends and developed utilities to migrate data from legacy systems.

Performance Engineer at GlobalScholar: (June 2011 – June 2012)

- Reduced team turnaround time by developing scripts for on-demand load test database creation.
 - Developed C# utilities for automating report creation and performance monitoring of remote machines.
 - Handled performance testing and profiling of 4 different web applications simultaneously.
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EDUCATION

Bachelor's Degree in Computer Science Engineering - 2011, (First Class with Distinction)
SSN College of Engineering, Kalavakkam - A top ranked institution

ACADEMIC ACCOMPLISHMENTS

- Developed an improved moving target pursuit algorithm for tile based games; implemented with XNA.
- Headed and coordinated design teams for cultural events, creating web sites, logo designs and posters.
- Participated in and won inter-collegiate programming contests.
- First place in general proficiency in high school (2005-2006) and top of class in higher secondary exams (2007), in computer science group, with a score of 96.75%.