

ABTIN GRAMIAN
San Francisco, California
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EDUCATION

University of Southern California
Bachelor of Science, Computer Science (Games)
Minors: Web Technologies and Applications, Music Recording
Major GPA 3.53, Cumulative GPA 3.57

Los Angeles, CA
May 2012

SKILLS

Programming Languages: C/C++, Python, HTML, CSS, JavaScript, PHP, SQL, jQuery, JSON, AJAX, REST, SOAP, cURL, XML, RDBMS, Apache, ActionScript 2.0/3.0, Java, C#, UnrealScript, Windows Batch Script, Linux/Unix Bash, OpenGL, MIPS Assembly, OpenMP, CUDA
Applications and Tools: Playstation 3/4 SDK, UnitTest++, UDK, Jenkins CI, Bugzilla, JIRA, Microsoft Office, Dreamweaver, Photoshop, Maya, Flash, FTP, CodeIgniter, Pro Tools, WaveLab, Sound Forge, FMOD, Final Cut, Motion, Encore, DVD Architect, Media Encoder
IDEs: Visual Studio, Aptana, eclipse, NetBeans, emacs, Xcode
Version Control Systems: Perforce, SVN, CVS, Mercurial

Studied abroad in Russia during the 2011 Summer
Excellent math skills (2D/3D and Calculus)
Also proficient in Farsi, Spanish, and Russian
Have travelled to 4 different continents

WORK EXPERIENCE

Sony Computer Entertainment America
QA Engineer PlayStation Voice Response – Research & Development

San Mateo, CA
April 2013 —

- Only development tester for the core PSVR team
- Write functionality, unit, performance, automated, and use-case tests for the PSVR APIs using C/C++, the PS4 SDK, the UnitTest++ framework, Jenkins CI and report issues to developers using Bugzilla and JIRA
- Create Python, Windows Batch scripts as necessary to automate routine tasks such as test setup/launch, defining environment variables, copying/converting/manipulating files, generating HTML result reports, etc.
- Contribute to design and documentation, create all SDK sample programs starting from PS4 SDK 1.700
- Revamped and continue to support internal recording tool used to capture audio from various PS4 mics
- Record, edit, and author audio files as necessary for various testing and experimentation purposes
- Managed recording session in SCEA's studio for capturing sample data used for performance evaluation

Sony Computer Entertainment America
Software Development Intern – Online Technology Group

San Diego, CA
November 2012 — February 2013

- Developed automated test suites for the Gameplay Services team's matchmaking API using C++, Python and OTG's internal "Badger" framework
- Verified functionality of matchmaking test suites for both PS3 development kits making use of NP and Linux machines with fake dummy tickets
- Documented setup and use of test suites on an internal Wiki
- Used the PS3 SDK's libraries to create client-side utility functions allowing communication between an Agent and Inspector as part of an Anti-Cheat API

Warner Bros. Interactive Entertainment
Intern – Production

Burbank, CA
Summer 2009

- Analyzed text and art assets to ensure compliance with internal guidelines and cultural or rating issues
- Researched market competitiveness and performance tested upcoming titles
- Captured gameplay footage for ESRB submission and demo display
- Created PS3, X360, Wii, and NDS builds for conventions, publications, and general department and QA use

Activision
QA Tester for Guitar Hero III

Santa Monica, CA
Summer 2007

- Tested pre-release video games to verify functionality, data content, performance, usability/playability, and hardware/software compatibility
- Described and input game discrepancies in an orderly and concise manner into a database