fly2priyank@gmail.com
+1-732-824-3479

Priyank Jain

http://p-yank.com/

Apt 1405
14328 Centreport Landing Circle
Fort Worth, TX USA

Skills

Languages	C++, C# (ASP.NET), Java, Python, ActionScript 2, 3
Application Programming Interfaces	OpenGL, GLSL, HLSL, Qt, XNA, Boost, CGAL
Tools	Perforce, SVN, Nant, Visual Studio 2008, Eclipse
Platforms	Nintendo 3DS, XBOX 360, Windows 7
Database Technology	Oracle 9i, PL/SQL, SQL Server, JDBC

Employment

Three year experience in the Software Development Lifecycle processes

- **Verizon FIOS, Texas (USA)** Nov 2010 – Present
  Role: Software Engineer (Contractor)
  Fios Internet TV
  Technology: C++, **Python**
  - Developing framework for inserting ads in HTTP live video streaming on server side
  - Developing product to enable live Video streaming through internet across different devices
  - Prototype adaptive bitrate video streaming media player on android OS
  - Maintain legacy code and integrate it with newly developed product for backward compatibility

- **Electronic Arts, NC (USA)** July 2010 – Oct 2010
  Role: Software Engineer (Contractor)
  FIFA 3DS (**Nintendo 3DS**)
  Technology: C++, C#, ActionScript2, Nant Scripts, Python
  - Extended rendering primitives to support in-game User Interface elements in depth
  - Collaborated extensively with the UI designer to get Flash/ActionScript screens working in game
  - Modified asset pipeline using Nant scripts to support new game modes
  - Moderated C#/Nant scripts which dealt with compiling all the assets of the game
  - Setup compiler defines to handle different build configurations in sync with all the other dependency packages
  - Worked closely with other team members to ensure project deliverables are completed on-schedule

- **University of North Carolina, Charlotte (USA)** July 2009 – June 2010
  Role: Research Assistant
  Technology: C++, OpenGL, Qt, CGAL, Boost
  - Developed software for reconstructing terrain-surface using Marching Triangle Algorithm
  - Implemented Delaunay Triangulation constraint over point cloud (LIDAR data)
  - Implemented renderer in OpenGL to view the CGAL Polyhedron model
  - Studied computational geometry concepts such as Polyhedron and half-edge data structures

- **3i Infotech, India** Nov 2007 – Feb 2008
  Role: Software Engineer
  Technology: SQL Server
  - Communicated technical concepts to non-technical managers
  - Interacted, interviewed, and gathered functional user-requirements from client
  - Reviewed System Requirements Specifications

- **Mahindra Satyam, India** Oct 2006 – Apr 2007
  Role: Software Engineer
  Technology: Java, Oracle 9i, PL/SQL, Informatica ETL
  - Developed prototype application in J2EE technologies for undisclosed automotive sector client
  - Underwent training in advance Database applications using Oracle 9i, PL/SQL, Informatica ETL and ASP.NET (C#)

- **Ministry of Information Technology, Govt. of India** Jan 2006 – Jun 2006
  Role: Intern
  Technology: Java Swings, JDBC, MVC
  - Simplified decision-making for client by facilitating managers to work at concept or knowledge level
  - Designed software individually using 3-tier architecture of Presentation, Application & Data Layer
  - Implemented design patterns using MVC framework, Data Transfer Object, Data Access Object
  - Implemented validation layer attached to Presentation and DAO Layer
  - Implemented flexible search utility giving user the option to search based on desired fields
  - Developed custom Exception Library to provide useful messages to the client

Independent Projects & Graduate Coursework

- **Kolor (PC)** (In progress) **www.p-yank.com**
  Technology: C++, OpenGL, Qt Framework, Boost, OpenGL Mathematics
  - Designed 3D First Person Shooter with a unique game mechanic of claiming enemies by Colouring
  - Developed collada-DAE importer to get 3D models into the game
  - Implemented custom Frame Transformation classes & First-Person Camera
  - Developed Bounding Sphere(s) hierarchy information for the imported DAE model to complement collision detection subsystem
  - Implemented efficient hash-based collision detection/resolution for players and bullets in game world
  - Improved rendering performance using Vertex Buffer Objects

- **Juhuligan (PC)** **www.p-yank.com**
  Technology: C#, XNA
  - Designed a side scrolling 2D-Arcade game inspired by Mario and Contra
  - Focussed the game code to follow object oriented architecture
  - Implemented game State management utilising State design pattern & finite state automata
  - Developed User Interface that used Bezier curves to change player's expression
  - Designed and Developed enemy AI using Finite State Machines

- **High Dynamic Range Images (Coursework)**
  Technology: Matlab
  - Implemented the High Dynamic range algorithm to retrieve the original color response function for a given photographic scene
  - Final image result closely resembles natural scene and lighting conditions as seen with naked eye

- **Racquet Ball game (Coursework)**
  Technology: C++, OpenSceneGraph
  - Simulated experience of a Racquet ball game using the CAVE Virtual Reality technology
  - Player body was tracked with head mounted tracking

Education

University of North Carolina, Charlotte(USA) May 2010
MS in Computer Science GPA: 3.8/4.00
(Graphics and Visualization)

U.P. Technical University, Lucknow(India) July 2006
BS in Computer Science
(Software Development)