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Preferred location:
Hyderabad

Naga Anusha Tadikonda
Software System Designer 1

Experience

Advanced Micro Devices India, INC.
Software System Designer 1
Feb 2016 – Dec 2021

Sports195 INDIA Pvt ltd
Team lead
Dec 2013 - Nov 2014.

Objective

With over 5 years of experience in GPU industry, I am looking forward for a senior role in your company.

As a Software System Designer 1 in AMD, my experience and learnings have been in the following testing areas of the GPU.

- Device Driver Testing.
- Power & Performance
- Sanity, Functional, Regression and Ad-hoc Testing.

I am extremely enthusiastic about the focus on emerging technologies and would welcome the opportunity to contribute to the ongoing success of your organization. I am certain that I would make a valuable addition to the organization.

Education

Master's in information technology
Indiana Institute of Technology (In-Progress)

Bachelor of Technology in ECE
Vanjari Seetaiah Memorial Engineering College
Graduated in May 2013 with an aggregate of 70%

Intermediate Education
Sri Vyshnavi Junior College
April 2009 with an aggregate of 80%

Roles and Responsibilities

- Keen learner, efficient with strong interpersonal and knowledge sharing skills.
- Collaborating with developers, engineers and stakeholders while working on various projects as a lead QA.
- Ability to manage various tasks parallelly while ensuring a high quality of work.
- Worked with NPI team, involved in complete product life cycle of GPUs and APUs.
- Core competency in all phases of Software Development Life Cycle which includes Requirements Analysis, Design, Development and Testing.
- Experience as a Lead QA / POC.
    - **Project i: Performance tool refactoring**
    - **Project ii: Re-modelling driver UI**
- Delivered both the projects in time and on a high quality.
- Hands-on experience in writing and maintaining manual test cases.
- Deployment, tracking and reporting project updates.
- Skills and expertise details are below

Achievements

- Received spotlight award for reporting highest number of quality bugs in 2020.
- Received best employee of the year 2019.

Skills and Expertise

Components & Features	Area of expertise	Level of expertise (out of 5 stars)
Graphics Features	3D, Multimedia, Base Driver validation, Virtual Reality and Mixed Reality **3D features:** • DirectX, OGL, Vulkan based applications including games. • Driver related features such as Freesync, Image sharpening, resizable bar and others. • Desktop video Recording features such as streaming, recording, editing.	★★★★
	Multimedia: • PlayReady security, Hardware DRM related testing. • Hardware accelerated videos of HEVC and H264 related testing. • HDCP related testing.	★★★★★
	VR and MR: • Basic Sanity, benchmarks and game performance of VR and MR games.	★★★★⯪
Base Driver Validation	• Responsible for Online test server maintenance for internal testing. • Chipset driver and GPU driver testing. ○ Install, Uninstall, offline & online install scenarios.	★★★★★
Power and Performance features	• Overclocking, Undervolt GPU and Overclock VRAM performance comparison. • Game Performance evaluation with Custom power tuning. • Current Driver with upcoming Driver performance comparison. • Current GPU with Upcoming GPU performance comparison.	★★★★★
Debugging	• BSODs • WinDBG • Good knowledge on Component swapping like KMD, OCL, OGL, DXX, DX12 etc.	★★★★★
Platforms	• Vega and Navi Architectures • GPUs and APUs	★★★★★
OS platforms	Window 7, 11	★★★★★
Programing languages	Basic level of understand on Java, Selenium, Python and C	★★⯪