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## Career Objective

I learnt C programming while in school and have been programming ever since. This made me a highly versatile engineer capable of writing a wide range of software from embedded systems software to applications. For the past three years, I have been developing iOS apps, games and enterprise applications. My goal is to keep developing high quality software because I believe technology is the key to solve many global problems.

## Education:

- 2009-2011: M.Tech, Computer Science from IIIT, Bangalore CGPA 2.890/4
- 2003-2007: B.Tech Computer Science, 89%, SASTRA, Thanjavur
- 2001-2003: 12th State Board, A.P 89.6%, Ratna Junior College
- 1991-2001: 10th CBSE, 89%, Jubilee Hills Public School

## Technical Expertise:

- Nine years experience in C programming.
- Three years experience in developing iPhone apps, one year experience in iPad apps.
- Experienced in CoreData, CoreLocation, CoreAnimation, QuartzCore, OpenGL and Local and Remote Push Notifications.
- Experienced in integrating applications with the backend, fetching data from servers, REST API, json and xml.
- Have the ability to work as an individual and envisage, design, develop and test apps.
- Worked with cocos 2d, unity 3d and SpriteKit.
- Have working knowledge on OpenGL, GLSL, Procedural Shaders, Lighting and Texture Mapping.
- Worked on embedded system projects, assembly level programming and embedded C.

## Work Experience:

### 1. Pramati Technologies

*Software Engineer (2.5 years)*

Working as a Senior Software Engineer developing iPad/iPhone applications.

### 2. HCL Technologies

*Software Engineer (18 months)*

Worked as software engineer in the Cisco OS Infra team which had the ownership of critical modules of the Operating System like Memory Management, Task Scheduling and Network Interfaces.

### 3. Microsoft India development Center

*Intern (4 months, B.Tech final year)*

Worked as an intern for 4 months developing a prototype live Meeting using Microsoft Sharepoint and a workflow editor using Windows Workflow Foundation.

## Projects

### Individually Developed Projects

#### SpacePuzzle

*iPhone, Individually developed (6 months)*

- SpacePuzzle is an iPhone game individually conceptualized, designed, programmed, tested and marketed.
- Undertaken as a learning experience, it is now a full fledged game available on app store along with a lite version.
- OpenGL ES is used for rendering and special effects.
- It uses numerous concepts like Bezier Curves for smooth animation, particle system for spaceship exhaust, explosions, erase effect etc.

#### Simple Game Library

*iPhone, individually developed (2 months)*

- I developed this library to capture all the essential features required to write simple games on iOS
- It features layout, iAd, AdMob, Game Center, Leader boards, in-app purchases, night mode and supports iOS 6
- To write games using this library, developers have to simply override a few methods.
- Games developed using this library:
  - 2048 Blaze
  - 2048 Pinnacle
  - 2048 Tetris
  - Naughty Numbers
  - Longest Sequence

### Academic Projects

#### Game on CRO using Microcontroller

*B.Tech 2<sup>nd</sup> Year ( 3 months)*

- An award winning project in IIT Powai techfest. Software was written entirely in 8051 assembly and hardware was individually designed and fabricated.
- A user could play a board game against the micro-controller and watch the game in progress on a CRO.

#### Robocon 2006

*B.Tech 3<sup>rd</sup> Year (4 months)*

- Robocon is a National level robotics contest. Working with a mechanical and an electronics engineer,
- The software for the robot to move in an arena guided by a grid to pick up and transport bricks was developed by me.
- The software developed had to compensate for electronics and mechanical defect to keep the robot stable.

## Industry Projects

### Epocrates iPad EHR

*iPad, Pramati Technologies (6 months)*

- Epocrates iPad EHR is a clinical solution developed to help doctors maintain and easily access patient records.
- With the records stored on the server, this project presented challenges to keep the client-server data synchronized.
- The project was very complex in term of backend and UI requirements

### Epocrates SecureTextMessaging

*iPhone, Pramati Technologies (6 months)*

- SecureTextMessaging is an application for physicians to communicate.
- This is a typical smartphone chat application supporting features like group chat, status, last seen, messages seen by, quick text, hyperlinks and images.
- High security is needed since physicians might communicate sensitive patient information.
- Authentication and Authorization have been given primary importance.

### Lattice iOS SDK

*iOS SDK, for LatticeLabs on behalf of Pramati Technologies*

- Lattice SDK makes it possible for an app to provide coupons and promotions dynamically.
- It uses a combination of native and web technologies to make in-app purchases available to the app after the app is published without app updates.
- Developers using this SDK can offer promotions on in-app content like making available an in-app item at a reduced price for sometime or bundling in-app purchases.

### IOS Componentization

*HCL Technologies (8 months)*

- This project aimed at reorganizing the huge unorganized code base into components.
- Cscope was heavily used to analyze the code base.
- Since it required repetitive manual tasks, I came up with shell scripts to generate reports automatically.
- This project also involved merging source files from different branches to combine functionality.