Gurucharan MK

#61, First Floor,

KR Layout,

Puttenahalli Main Road,

JP Nagar 6th Phase,

Bangalore

Cell: 9902316900

Email: [charan4u@gmail.com](mailto:charan4u@gmail.com)

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**Objective:**

Seeking a full time position at a company where I can utilize my skills to research and develop amazing products.

**Summary**

6 plus years of experience in the field of Software development and maintenance.

Working as a Senior Software Engineer at Sony India Software Centre Pvt. Ltd.

Certified **JLPT(Japanese Language Proficiency Test)** Level 3 in 2009

Played a scrum master role in the project sprint.

Expertise in C, C++ programming Language

Hands on experience in **Python** and **Node.js** programming

Good experience in developing Automation framework.

Exposure to **C++11**, **STL** and **libssh** libraries.

Experience in **cppunit** and **buildbot** automation framework

**Education:**

BTech, Electrical and Electronics Engineering, NIT Surathkal, 2006

**Technical Skills:**

**Programming Languages:** C, C++, Python, Node.js

**Tools:** svn, git, valgraind, gdb

**Operating System:** UNIX, Linux, Windows, DOS

**IDE’s:** Eclipse, Visual Studio

**Copilers:** Clang, g++, gcc

**Work History:**

**Designation**: Senior Software Engineer Mar 2014 – Till date

**Project**: DAK

**Company**: Sony India Software Center Private Limited, Bangalore

**Technology used**:C/C++, g++, libssh, valgrind, gdb

**Responsibilities:**

DAK is the online sharing of DRM media files, where user will order and consume the media files with Sony’s online portal.

Gathered information related to DAK system and designed the backend file transfer application.

Implemented the file transfer application which serves the user request from online portal along with metadata.

Verifying no duplicate transfer of files in case of multiple order for same media.

**Designation**: Senior Software Engineer June 2012 – Feb 2014

**Project**: NGH

**Company**: Sony India Software Center Private Limited, Bangalore

**Technology used**: C++, Visual Studio 2008/10, svn, clang

**Responsibilities:**

NGH is the gaming platform development, for developing and testing different system, network, graphics, audio and video for the future gaming platform

Lead the team for verification and validation of new C++11 APIs integrated into NGH.

C++11 is fairly new ISO standard, my role is mentoring, validation of test codes and review of bug report before logging.

**Designation**: Senior Software Engineer Aug 2010 – May 2012

**Project**: NGP

**Company**: Sony India Software Center, Bangalore

**Technology used**:C/C++, Visual Studio 2008/10, svn

**Responsibilities:**

NGP is the gaming platform development for developing and testing different system, network, graphics, audio and video for PS Vita platform.

Providing algorithm and data-structure solutions to clients.

Involved in analyzing the business requirements and proposing the technical solutions.

Involved in production support for maintaining the system developed components.

Designed the testing framework for the testing team.

**Designation**: Software Engineer Apr 2010 – Jul 2010

**Project**: NGP

**Company**: Sony India Software Center, Bangalore

**Technology used**: Python 2.6, Buildbot, svn

**Responsibilities:**

NGP is the gaming platform development, for developing and testing different system, network, graphics, audio and video for this platform

Developed test automation framework to ease the job of testing.

Maintaining the framework for additional features as per request.

**Designation**: Software Engineer Feb 2009 – Mar 2010

**Project**: Cellgaming

**Company**: Sony India Software Center, Bangalore

**Technology used**:C/C++, Visual Studio 2008/10, svn

**Responsibilities:**

Cellgaming is the gaming platform maintenance of PS3 gaming platform.

Maintaining the existing gaming system components testing in each SQA and maintenance of test codes.

Contributed in the automation of the test execution on SQA cycle.

**Designation**: Trainee Software Engineer Nov 2007 – Feb 2009

**Project**: Training

**Company**: Sony India Software Center, Bangalore

**Technology used**:C/C++,Linux 2.6.20

**Responsibilities:**

Undergone training on Linux system programming and basic programming in C and C++.

Worked on demo project of porting the LTTNg into Cell Linux.

**Professional Certification:**

Japanese Language Proficiency Test - Level 3 in 2009.

Industrial Training at MRPL, Mangalore in 2003.

**Miscellaneous:**

Part of Sony India Annual Business meet committee which for organizing employee events.

Participated in state level quiz competition conducted by state PU board.

**Declaration**

I here declare that the above mentioned information is correct to best of my knowledge.

**Place:** Bangalore

**Date:** (Gurucharan MK)