

Skills

Languages

C, C++, C#, Python, Java

Application Programming Interfaces

Unity, STL, Boost, OpenGL, Qt, XNA, OpenGL

Tools

GDB, Valgrind, WinDbg, Git, Perforce, Visual Studio

Platforms

Hololens, Android, iOS, Nintendo 3DS, XBOX 360

Employment

Seven+ years of experience in hands-on software development

- **WordsAway**

May 2016 – Present

Role: [Lead](#) Engineerbrainydexter.github.io**Unity/iOS Game****Technology: C#, Unity, Python**

- Worked with designers as the only engineer on team to develop the entire game from ground zero
- Implemented Event Aggregator using publisher/subscriber and generics for decoupling modules
- Implemented Trie data structure optimized for space, yielding O(1) word/prefix lookup time
- Implemented Player assist for balancing the game, which may be too hard for some people
- Enabled artists to associate FX prefabs with game events by implementing generic Unity components
- Avoided object allocation during gameplay by recycling objects using object pools
- Procedurally generated letters with only one sharing material / texture atlas
- Implemented event and component based infrastructure to easily add new levels
- Each level has its own uniquely defined rules to qualify the gameplay on a 3 star rating system
- Implemented powerups functionality and had them move in a cyclic conveyor belt
- Designed the powerups to leverage event aggregator which makes adding them, very easy
- Implemented menu navigation (including popups) by dynamically managing multiple scenes
- Implemented swipe and tap functionality for selecting and forming words

- **Cavium Inc.**

Feb 2014 – Present

Role: [Lead](#) Software Engineer**SDK development****Technology: C, C++, Python, GDB, Valgrind**

- Drove the effort to open source SDK & been working on shaping the SDK from version 1
- Fixed memory leaks in the hardware simulator from 1.9Mb to 0 bytes/packet using Valgrind
- Active member of the gatekeeper team to review APIs for performance and memory leaks
- Designed and implemented network topology to simulate single unit, multiple devices to communicate with outside world and each other using TAP interfaces, python and xml config
- Designed the SDK to be device agnostic which allows for a cleaner library distribution to customers
- Implemented plug and play infrastructure for decoupled modules to subscribe to IPC select() calls
- Module owner of the parser block which is responsible for identifying the incoming network packet

- **nVidia Graphics**

Oct 2012 – Feb 2014

Role: Software Engineer**Graphics Driver development****Technology: C++, WinDbg**

- Implemented power management and a tool which deals with hysteresis for Windows Blue & Win8
- Implemented display context switching on the fly between native GPU and nvidia GPU
- Lead initiative to ensure both new and old features are compliant with changing hardware

- **WeAreHolidays Pvt Ltd.**

Jan 2012 – Sep 2012

Role: Software Engineer**Leisure Travel Web platform (Startup)****Technology: Java, JPA, Maven, Struts 2, Spring 3, MySQL, Guava**

- Developed the core API of the product, with performance and design as its key focus
- Product owner for design and implementing service layer, minimising DB hits
- Designed and implemented entity relationships with graph traversal
- Integrating external APIs for rapid prototyping new ideas
- Lead team of 3 people to deliver product with zero codebase and crazy timelines

- Defined agile processes to improve productivity and bring visibility in team performance
- **hi5 Networks, San Francisco (USA)** May 2011 – Oct 2011
Role: Software Engineer
Social gaming/commerce platform
Technology: Java, (ASP.NET) C#, WCF, SQL Server 2010
 - Developed commerce portal with a pluggable architecture integrating multiple payment providers
 - Developed end-to-end Credit Card payment system with PCI security compliance
 - Developed Analytics API which enabled game developers to publish events consumed by BI team
 - Following agile processes, consistently delivered milestones on time
- **Verizon FIOS, Texas (USA)** Nov 2010 – Apr 2011
Role: Software Engineer (**Contractor**)
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 build configurations in sync with other dependency packages
 - Worked closely with other team members to ensure project deliverables are completed on-schedule
- **Charlotte Visualization Center, Charlotte (USA)** July 2009 – June 2010
Role: Research Staff
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

Independent Projects

- **HoloHear (Hololens)** [Youtube video](#)
 - Developed app for people with hearing disabilities to translate words to sign language in realtime
 - The app won first prize amidst 20 teams at the Microsoft SF Hololens hackathon
- **Kolor (PC)** [brainydexter.github.io](https://github.com/brainydexter)
Technology: C++ , OpenGL, Qt Framework, Boost, OpenGL Mathematics
 - Designed 3D First Person Shooter with a unique game mechanic of claiming enemies by coloring
 - Developed collada-DAE importer to use 3D models into the game
 - Implemented custom Frame Transformation classes & First-Person Camera
 - Generated Collision detection Bounding Spheres hierarchy information for the imported DAE model
 - Implemented efficient hash-based collision detection/resolution for players and bullets
 - Improved rendering performance using Vertex Buffer Objects
- **High Dynamic Range Images**
Technology: Matlab
 - Implemented HDR algorithm to retrieve the original color response function for a natural scene
 - Final image result closely resembles natural scene and lighting conditions as seen with naked eye

Education

- **University of North Carolina, Charlotte** May 2010
MS in Computer Science (Graphics and Visualization) GPA: 3.8/4.00
- **U.P. Technical University, Lucknow(India)** July 2006
BS in Computer Science (Software Development)