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(Open to Relocation)

Summary

I'm a data-driven hands on engineering leader who enjoys collaborating with people to build impactful products. I believe in servant leadership and thrive in ambiguity. I am eager about building products that can solve complex problems

Employment

- **Technical Lead / Engineering Manager, Linden Labs** May 2017 – Present
  Sansar – MMO VR Platform
  Technology: C++, Python, Kafka, AWS S3, Kanban
  - Led strategic gameplay fullstack features from inception to launch, increasing Day 3 user retention 3X
  - Built commerce store which increased sales conversion and has a 90% traffic adoption rate
  - Designed and developed chat and social features using Kafka
  - Identified and built infrastructure tooling to improve developer velocity across the organization
  - Ran a highly productive full-stack team of 6 engineers spanning across geographic locations and job functions
  - Hands on with design discussions, code reviews and pair programming with engineers
  - Mentored engineers with diverse skillsets and supported their professional growth
  - Assessed risk in the release process, and cleared the critical path for on-time delivery
  - Improved transparency across stakeholders using Jira's Kanban methodology
  - Collaborated closely with product and designers to deliver strategic business initiatives

- **Lead Engineer, Cavium Inc. (acquired by Marvell Tech)** Feb 2014 – May 2017
  SDK development
  Technology: C, C++, Python, GDB, Valgrind
  - Led the effort to open source SDK & helped shape SDK from inception to launch
  - Reviewed APIs for performance & memory leaks
  - Mentored junior engineers on the team
  - Fixed memory leaks in the simulator from 1.9Mb to 0 bytes/packet using Valgrind
  - Designed and implemented network topology to simulate single unit, multi-device communication

- **Software Engineer, nVidia Graphics** Oct 2012 – Feb 2014
  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 backwards compatible with changing hardware

- **Software Engineer, WeAreHolidays Pvt Ltd.** Jan 2012 – Sep 2012
  Travel Web platform
  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
  - Lead team of 3 people to build product from ground up and aggressive timelines

- **Software Engineer, hi5 Networks** May 2011 – Oct 2011
  Social gaming/commerce platform
  Technology: 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

- **Software Engineer(Contractor), Verizon** Nov 2010 – Apr 2011
  Technology: C++, Python
  - Developing framework for inserting ads in HTTP live video streaming on server side
  - Prototype adaptive bitrate video streaming media player on android OS

- **Software Engineer (Contractor), Electronic Arts** July 2010 – Oct 2010
  FIFA 3DS (Nintendo 3DS)
  Technology: C++, C#, Python
  - Implemented rendering primitives to support in-game User Interface elements in depth

- Collaborated extensively with the UI designer to get menu system working in game

Independent Projects

- **WordsAway** May 2016 – May 2017
  Unity/Android Indie Game
  Technology: C#, Unity, Python
  - Built this indie game from grounds up with the only engineer on the team and over 10K+ downloads
  - Leveraged metrics to identify hotspots and improved player on-boarding from 20% to 80%
  - Implemented Player Assist for balancing the game leading to better completion rates
  - Architected Event Aggregator using publisher/subscriber and generics for decoupling modules
  - Developed a level editor for game designers to adjust the game play & build new levels
  - Enabled artists to associate FX prefabs with game events by implementing generic Unity components
  - Procedurally generated letters optimized to use only one sharing material / texture atlas
  - Implemented menu navigation (including popups) by dynamically loading different scenes

- **HoloHear (Hololens)**
  - Developed app for people with hearing disabilities to translate words to sign language in real-time
  - The app won first prize amidst 20 teams at the Microsoft SF Hololens hackathon

- **Kolor (PC)**
  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 use 3D models into the game
  - Generated Collision detection Bounding Spheres hierarchy information for the imported DAE model
  - Implemented efficient hash-based collision detection/resolution for players and bullets

- **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

- **MS (Computer Science)** **UNC, Charlotte**
  May 2010
  GPA: 3.8/4
- **BS (Computer Science)** **U.P. Technical University, India**
  May 2006