

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, React, Kanban
 - Led strategic gameplay 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 integral to the platform
 - 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