

Employment

8+ years of experience in hands-on software development

- **Linden Labs**

May 2017 – Present

brainydexter.github.io

Role: Lead Engineer

Sansar – MMO VR Platform

Technology: C++, Kafka, MVVM, Kanban

- Leading gameplay initiative which increased day 3 user retention go up by 2X since its launch
- Defined process for product, engineering, QA & UX to alleviate communication issues which improved product quality and helped meet deadlines
- Represented engineering in quarterly product planning for gameplay, social and commerce initiatives
- Hands on with design discussions, code reviews and pair-programming with engineers
- Foster code review practices within the team to build a collaborative environment
- Mentored and ramped up engineers from different background to own features on the client
- Managed engineers to identify their strengths and helped them grow
- Identify and manage risk with a monthly cadence release cycle
- Enabled transparency across stakeholders and engineers using Jira's Kanban methodology
- Lead the UI initiatives for product & manage relationship with 3rd party dev contractors
- Influence product's direction to be data driven keeping in mind users' needs as top priority
- Bootstrapped in-client store which increased revenue and paved the way for commerce initiatives

- **WordsAway**

May 2016 – May 2017

brainydexter.github.io

Role: Lead Engineer

Unity/Android / iOS Game

Technology: C#, Unity, Python

- Collaborated with designers as the only engineer on team to develop the entire game from scratch
- Architected 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
- Developed a level editor for designers to adjust the game play & build new levels
- Enabled artists to associate FX prefabs with game events by implementing generic Unity components
- Designed object allocation/reuse by dynamically creating object pools with a tight upper bound
- Procedurally generated letters optimized to use only one sharing material / texture atlas
- Implemented event and component based infrastructure to easily add new levels
- Designed & implemented special powerups based on event aggregator module
- Implemented menu navigation (including popups) by dynamically loading different scenes
- Dynamically updating letters using shaders to reflect score multipliers / selected state

- **Cavium Inc.**

Feb 2014 – May 2017

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
- 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
 - 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
 - Managed the build process to support asset pipeline & multiple build configurations
 - Worked closely with other team members to ensure project deliverables are completed on-schedule

Independent Projects

- HoloHear (Hololens)** [brainydexter.github.io](https://github.com/brainydexter/brainydexter.github.io)
 - 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/brainydexter.github.io)
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
 - 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

- 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)