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| **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

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| **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

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| **Independent Projects** |

* **[WordsAway](http://brainydexter.github.io/wordsAway.html)** 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**](http://brainydexter.github.io/holoHear.html) **(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)**](http://brainydexter.github.io/kolor.html)

**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

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| **Education** |

* **MS (Computer Science) UNC, Charlotte**

May 2010

GPA: 3.8/4

* **BS (Computer Science) U.P. Technical University, India**

May 2006