Harishankar Sethuraman

passion to build great products
and proven skills in designing
software architecture for
Mobile platforms & Enterprise
back-end. Have built scalable,
reliable back-ends using
distributed RESTful services,
charishankar@gmail.com
and modern highly interactive UIs.

✉ harishankar@gmail.com
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🖥 (https://github.com/codetiger)
💼 linkedin.com/in/code42tiger
(https://linkedin.com/in/code42tiger/)

Professional Skills

Mobile App

iOS   Android   ReactNative

Cordova

Back-End

Python   Java   PHP   Go

Education

Bachelors of Mechanical Engineering   P.S.N.A
Thiagarajar College of Engineering & Technology   2004
Material Design

★ Awards

Ranked #127 (#1 in India) in AI Programming Challenge   2011

The AI Challenge was an international AI programming contest by the University of
Waterloo Computer Science Club. Each participant wrote a self-contained computer
program simulating the brain of Ants to compete within a virtual environment against other

A'Design Award 2012   2012
A'Design Award

Best product design award for GPS system. The app allows user to record the gyroscope
sensor data together with GPS coordinates to completely recreate the terrain later in 3d.

12yrs Experience

Architect, CC Lead, AnyDevice Capability Centre @Altimetrik Inc
(https://www.altimetrik.com)

Responsible for Technical Leadership in Mobile & Web Front-end capability centre
(department). Responsible for Architecture design for 4 in-house frameworks & products
with a team of 100+ developers. Built acceleration tools & frameworks using emerging
technologies. Actively involved in RFP, RFQ, until product delivery for various clients.

- Built acceleration tool & framework using emerging tech in the
cloud for mobile/web app development including collaborative code editing, drag-
drop based front-end design, simulation and debugging.

Technical Architect, Consultant @Amtex Inc
(http://www.amtexsystems.com)

Responsible for the overall architecture of 5 products. Built & managed the mobile division
with a team of 45 developers. Proven ability to rapidly utilise emerging technologies and
build reliable Designs. Designed

- Designed, Developed & maintained a distributed & highly scalable
E-Commerce solution for the luxury furniture manufacturers.

- Inventcare: Built a 911 like emergency system for the Chennai Police Department.

Founder & Technology Head @Smackall Games (http://www.smackall.com)
2006-01-05 to 2016-10-15

Responsible for the overall architecture of our in-house game engine and ported it for iOS,
Android, Windows Mobile & Linux platforms. Developed 120+ Mobile apps for various
clients in both entertainment & enterprise sector. Managed to build the company from a
member team to 20 developers and offered App/Game development services.

- Responsibility designed, developed & published 3 different games from
one awarded the A'Design Award 2012.

- Designed & Built the entire rendering engine for the app Iyan 3d and added cross
platform support. Iyan 3D app (www.iyan3dapp.com) has seen more than 2 million

Real Image Media Technology @Software Developer
(http://www.qubix.com)

Responsible for implementing content security in digital cinema server using HASP
(Hardware Against Software Piracy).

- Worked as an early member of software development team for Qube Cinema
server.

▣ Open Source

Bullet Physics
(https://github.com/bulletphysics/bullet3)

- Contributing to the best open source physics
simulation software in the market

- Starting from bug reporting to optimising
compiler settings for best performance in the
mobile platforms, I've been an active user and
contributor to the community.

Irrlicht Renderer
(http://irrlicht.sourceforge.net)

- Started using Irrlicht since 2010 & contributed
to the community in various aspects.

- Individually ported the engine to Google NaCl
platform to make it possible to run the engine