

# David Christie

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## EDUCATION

### IIIT, SRI CITY

B.TECH IN COMPUTER SCIENCE  
Grad. May 2019 | Sricity, AP

## SKILLS

### GAME ENGINES

- Unreal Engine
- Unity3D

### PROGRAMMING

- C/C++
- Javascript/TypeScript
- GLSL

### GRAPHICS

- OpenGL

### WEB

- NodeJS
- Serverless
- AWS

### VERSION CONTROL

- Git
- Perforce

## EXPERIENCE

### ELECTRONIC ARTS (EA) [JUNE 2021 – PRESENT]

Software Engineer 1, Hyderabad  
Gameplay/AI Programming for multiplayer shooter game prototypes

### CLAPPYA [JUNE 2019 - APR 2021]

Software Development Engineer 1, Bangalore  
Full stack development using Serverless(NodeJs), Ionic and Angular

## PROJECTS

### MULTIPLAYER SHOOTER PROTOTYPE [UNREAL ENGINE, C++]

Electronic Arts(EA)

- Using gameplay ability system of ue4, developed a weapons system for the project
- Added a stats subsystem capable of tracking stats of different data types and replicating it to all clients.

### GRAPHICS RENDERING ENGINE [OPENGL, C/C++, GLSL]

Personal Project

- Supported Directional, Point and Spot light sources. Blinn-Phong reflection model was used for lighting.
- 3D models could be loaded and added to the scene. Assimp C++ library was used to implement it.
- Shadows for directional and point light sources.
- Post Processing effects such as Blur, Inverted colors etc.

### SERVE'EM [UNITY3D, C#]

Personal Project

- A 3d Restaurant management game developed using Unity3D
- Used navigational mesh for pathfinding.
- Customers and Server used a state management component to keep track of current state.

### OFFLINE FILE UPLOAD [SERVERLESS, S3, IONIC, ANDROID]

Clappia

- Developed an ionic plugin that when a file is uploaded offline, waits for an active internet connection and uploads the file in chunks.