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

CLAPPIA [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 pathfindng.
• 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.