

David Christie

Personal Website: <http://www.crespoter.com>
davidchristiek@gmail.com | +91 7356240465

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.