

Areas Of Interest Optimization, Engine Architecture, Platform Service Integration,, Tools

Technologies **Languages:** C/C++, C#, Rust, Powershell, Scheme/Racket
Platforms: Project Stream, Xbox One, PS4, PS Vita, Android, Xbox 360, PS3, WiiU, Xbox

Experience

Unannounced Project:

- Lead engineer on unannounced multiplayer FPS title running on Google's new streaming platform

Dreadnought:

- PS4 port of PC free-to-play space combat game created with Unreal Engine 4
- Lead build and tools team
 - Responsible for maintaining and optimizing automated build system
 - Built tools to improve developer workflows
 - * Powershell scripts to automate build/cook/deploy
 - * Set up PS4 symbol server to help debugging
 - * GUI tool to automate deployment of built server versions to developer machines
- Investigation for miscellaneous stability and performance bugs

7 Days To Die:

- Xbox One and PS4 port of open world, sandbox game implemented in Unity
- Lead optimization efforts for the console port including reducing memory allocations, parallelization of terrain generation, and moving specific systems to a native plugin
- Implemented partially automated performance testing system
- Researched native reimplementation of specific systems to avoid costs of Mono/C# runtime

The Elder Scrolls Online:

- Xbox One and PS4 port of the MMO set in Bethesda's Elder Scrolls universe
- Helped architect and implement thread-safe bindings for platform services (PSN and Xbox LIVE) like login to game server, savedata, title storage etc.
- Worked with backend services team to implement client login system
- Implementation of UI screens related to interactions with platform services

Borderlands 2:

- PS Vita port of Gearbox's co-op first person shooter
- Implemented occlusion culling for the Vita platform
- ARM SIMD extension(NEON) related optimizations
- Misc. porting related bugs involving gameplay, rendering and physics

Unreleased Android title:

- Port of iOS game developed using Unreal Engine 3
- Social media integration(Facebook and Twitter)
- HTTP abstraction layer
- Local/push notifications

Dungeons & Dragons: Chronicles of Mystara:

- Port of arcade classic to Xbox360, PS3, WiiU, and PC
- Implemented "House Rules" system and worked on related online tasks
- Gameplay and emulation
- "Vault" pipeline
- UI support

Education**MS Interactive Entertainment (2012)**

University of Central Florida
Florida Interactive Entertainment Academy
Orlando, FL, USA
<http://www.fiea.ucf.edu>

B.Tech Computer Science and Engineering (2011)

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