Sanjay Nambiar
Game Programmer

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WORK EXPERIENCE

Software Engineer | Iron Galaxy Studios
AUG 2017 - CURRENT

7 Days to Die (PS4 and Xbox One)

- Worked with PS4 and Xbox One developer tools including CPU/GPU and memory profilers.
- Converted dynamic asset load and procedural terrain generation tasks to multi threaded async jobs.
- Worked on optimizations and UI changes to make the game run and feel better on the consoles.
- Integrated Unity native plugins for PS4 and Xbox One.
- Modified Unity engine source for game specific optimizations including memory allocator and transform update changes.
- Upgraded Unity versions to take advantage of new engine features. This involved fixing API compatibility issues, merging / redoing custom source code changes to Unity engine.

Dreadnought (PS4)

- Worked on UE4 engine source and made custom modifications. One of the tasks involved learning UE4 asset importing pipeline source code to get live reloading of UMG textures working.
- Fixed bugs in Scaleform and UMG UI.
- Took ownership of branching and merging code to facilitate multiple studios working on the same code.
- Created scripts to improve developer iteration workflow.

Software Engineer | Amazon
APR 2015 - JUNE 2016

- Designed and developed software for compliance screening Amazon sellers.
- Setup code quality guidelines for the team.

Software Engineer | IBM
JUNE 2011 - MARCH 2015

- Developed a custom business intelligence reporting framework for IBM Fiberlink.

PROJECTS

The Draft | UCF FIEA, Orlando — *Lead Programmer*
DECEMBER 2016 - AUGUST 2017 | Unreal Engine 4, C++, HTC Vive

First person combat meets Real Time Strategy in VR

- Developed game flow control, state management and global event system in Unreal Engine 4.15.
- Setup code quality guidelines and mentored team of 5 programmers in software architecture and C++.

Anonymous Engine | UCF FIEA, Orlando — *Programmer*
JANUARY 2016 - APRIL 2017 | C++ 11, OpenGL, DirectX

A data driven 2D game engine in C++ with XML scripting

SKILLS

Languages: C, C++, C#, 68000 assembly, Java

Engines: Unreal Engine 4, Unity

Version Control: Git, Perforce, SVN

IDEs: Visual Studio, IntelliJ

OTHER PROJECTS

Volumetric Lighting | UCF FIEA, Orlando — *Programmer*
C++, OpenGL

A basic implementation of Volumetric Lights in OpenGL

Ghost Chamber | UCF FIEA, Orlando — *Programmer*
C#, Kinect, C++, Unreal Engine

An interactive hologram software plugin for AutoCAD

Verlet Physics System | Personal — *Programmer*
C++, SDL, OpenGL

A 2D verlet based physics simulation

EDUCATION

University of Central Florida, Orlando — *M.S. in Interactive Entertainment (Programming)*
AUGUST 2016 - DECEMBER 2017

Amrita School of Engineering, India — *B.Tech in Computer Science and Engineering*
JUNE 2007 - MAY 2011

4 year undergraduate program equivalent to B.S. in Computer Science.