SREENATH PREMKUMAR SREEKALA

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SKILLS

- Trained in C, C++, and C# with some experience in Rust.
- Experienced in Low-level, Memory and Cache Aware Programming.
- Trained in Data-oriented and Object-oriented Paradigms.
- Experienced in Modern Graphics APIs like Vulkan and Direct3D 12.
- Experienced in Shader Programming in GLSL/HLSL and in GPU Compute Shaders.
- Experienced with Debugging and Profiling using tools like RenderDoc, PIX, WinDbg.
- Experienced with Unity3D and Unreal Engine 4.
- Experienced working remotely.
- Experienced in Version Control using Git and Perforce.

EDUCATION

BS Game Development (Computer Science) | Full Sail University   2021-2023

Trained in Data Structures and Algorithms, Software Engineering, 3D Computer Graphics, Game Architecture, Artificial Intelligence and Engine Development

WORK EXPERIENCE

Junior Game Developer | Photon Tadpole Studios   2020-2021

Worked on the Studio's Flagship title using the Unity3D Engine targeting Android and iOS devices, implementing Gameplay features, and integrating User-Generated Content.

NOTABLE PROJECTS

Salvager | Top-down ARPG | Solo Developer   2023

Implemented a **Win32 + DirectX 12** Engine fully from scratch to support Rendering and Gameplay features as a solo developer in 4 months as my Capstone project at Full Sail. This featured a **Tiled Deferred Renderer with PBR Material Support** and **Skeletal Animations** along with **Collision Detection** and **Directional and Point Lights**.

Space Dasher | Side-scrolling Shoot 'em up | Graphics Programmer   2023

Implemented the game using **Vulkan, FLECS and Gateware**, a middleware API provided as part of the class, implementing a **Forward Renderer** with **Shadow maps** and **Post-process Effects**.