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Srikanth Basappa

GitHub
LinkedIn

Technical Skills

Platform: Android.
Programming languages: Java, C#, C/C++, Objective C, Assembly and ActionScript.
Game engines: Unity, Cocos2d and Unreal.
Other: AWS, GaaS, SaaS, Agile methodologies, Android Studio, Maven, Gradle, Git/GitHub, Perforce, GIMP.

Projects

Popular Movies, Stage 1 - https://droidnanodegree.github.io/PopFlix   *Sep 2017*
- Native Android App, programmed purely in Java that was approved with great feedback for successfully meeting all the rubrics i.e. adhere to Android best practices and demonstrate application of skills learned in the lessons.
- Crafted clear, maintainable, scalable and production quality code to query The Movie Database's APIs using AsyncTaskLoader to display movie thumbnails and details in separate Activities.

Popular Movies, Stage 2 - https://droidnanodegree.github.io/PopFlix2   *Oct 2017*
- Extended Popular Movies, Stage 1 to support data persistence using SQLiteOpenHelper via ContentProvider.
- Redesigned the layouts and changed colors to adhere to Material Design guidelines.
- Project was approved for maintaining production quality code and successfully meeting all the rubrics.

Record/Replay Touches   *Feb 2017*
- Independently delivered a working standalone desktop Java application for recording and replaying touches on *unrooted* Android devices to help QA automate testing for *non-native* Android games.
- During record mode the touch signals are identified to capture the location(along X and Y axis) along with a screenshot. Captured events are replayed via Monkeyrunner when the current screen matched the captured screenshot.

Professional Experience

VP of Engineering, *Galxyz Inc, Mountain View, CA*   *May 2016 – present*
- Shipped Blue Apprentice on iOS, WebGL, Mac and Windows, which was featured on the App Store.
- Architected, optimized core gameplay systems/features to attain best performance across supported platforms and devices.
- Built and trained 12 member (8 engineers and 4 testers) offshore team from ground-up that delivers consistent and high efficiency results to supplement 8 member (4 engineers and 4 testers) local team.

Technical Director – Android and Cross Platform, *Glu Inc, San Francisco, CA*   *Feb 2015 – Apr 2016*
- Directed and led teams of 6 engineers and 6 testers, responsible for shipping and maintaining games in the live environment that averaged over 150k-250k users (DAU) and generated $60k-$80k daily.
- Fostered a culture of innovation by taking on multiple initiatives like support for Chromecast, HID controllers, NVidia shield devices etc. with platform partners that were revenue generating as well.
- Strategized beta launches on Android on par with iOS, which availed A/B testing store listing, identification of platform specific issues earlier in the development cycle and improved engineering resource management.

Technical Lead – Android and Cross Platform, *Glu Inc, San Francisco, CA*   *Feb 2013 – Feb 2015*
- Architected and coded Eternity Warrior 2 multiplayer system to use Real-time Multiplayer for the launch of Play Game Services at Google I/O '13.
- Delivered on numerous new initiatives using cutting edge technologies provided by platform partners like Google, Facebook and Amazon. e.g. Deer Hunter 2014 for Facebook Canvas.
- Adapted best engineering practices and mentored 14 member engineering team that shipped and maintained games played by 25M users monthly (MAU) averaging 4.5 ratings in the Google Play Store.

Lead Software Engineer – Android and Cross Platform, *Glu Inc, San Francisco, CA*   *Aug 2011 – Feb 2013*
- Developed tools that were adopted as a standard by the Tools Team, including the technology to generate split builds with Unity a year earlier to the official release of the feature, which also facilitated APK Expansion Files (obb) on Android.
- Led and managed 2 engineering teams which shipped and managed titles like Samurai vs Zombies, BombShells, Gun Bros 2 etc., maintaining an average rating of 4.5 stars in the Google Play Store.

Education

Android Developer Nanodegree, Udacity, online.   *present*
MSc in Entertainment Software Development, Sheffield Hallam University, Sheffield, United Kingdom.   *Dec 2005*
BSc in Computer Applications, Christ University, Bangalore, India.   *July 2003*