Vivek Hari
Software Engineer

🌐 https://vivekh.nz

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Location Christchurch, Canterbury, 8011

⌄ TECHNICAL SKILLS

Core Competencies

- **.NET application development**
  C#, ASP.NET, MS SQL, XAML, WPF, UWP
- **Web development**
  TypeScript, React, CSS, Node.js
- **Build automation and CI/CD**
  PowerShell, MSBuild, TeamCity
- **Game development and graphics**
  Unity, C++, OpenGL, XNA

Tools

- **IDEs and editors**
  Visual Studio, Visual Studio Code, Unity
- **Source control and CI/CD**
  Subversion, Git, TeamCity, Octopus Deploy
- **Infrastructure**
  Hyper-V, VMware, SQL Server, IIS
- **DCC apps**
  Inkscape, Paint.NET, Houdini, DaVinci Resolve

⌄ EXPERIENCE

FIS   Christchurch, New Zealand

DevOps Engineer   Sep 2018 - Present

- Enhance internal test orchestration tools to increase test throughput and improve the productivity of over 200 engineers (C#, ASP.NET MVC, JavaScript, SQL Server)
- Administer a continuous integration environment (VisualSVN, Bitbucket, TeamCity) that builds and tests over 100 revisions per day and comprises more than 450 virtual machines
- Develop and maintain a custom semantic merge tool (C#, WPF), automation for generating release notes (PowerShell) and an automated code merging service (C#)
- Implement build pipeline automation for compiling, deploying, testing and packaging our application for final distribution to clients (C#, PowerShell, MSBuild)

Graduate Software Engineer   Jan 2018 - Sep 2018

- Replicated client-raised defects, validated the corresponding code fix and implemented NUnit test automation to catch future regressions
- Automated a complex deployment process for client replication environments, reducing the average time to upgrade an environment from 2 hours to less than 30 minutes (C#, PowerShell, Octopus Deploy)
- Maintained a Selenium test regression environment comprising over 20 VMware and Hyper-V virtual machines

Projects

🌐 **Sierra**   Feb 2020 - Present

A .NET Core Windows application developed using C#, WPF, C++ and OpenGL designed for sculpting virtual terrain.

🌐 **Today in Destiny**   Nov 2016 - Apr 2017

A website built using JavaScript that leverages the official Bungie.net REST API to display current events and activities in Bungie's game, Destiny. The frontend is built using React and the backend is a Node.js server deployed to Heroku.

🌐 **Destiny Stats**   Jul 2014 - Oct 2015

An unofficial Windows Phone companion app for Destiny, developed using C# and XAML. The app was downloaded over 100,000 times, received over 1,300 ratings and maintained a 4.4 / 5 star rating on the Windows Phone Store.

⌄ EDUCATION

Bachelor of Science in Games Development   University of Technology Sydney
(Internetworking and Applications sub-major)   2017

Relevant papers

- Enterprise Development with .NET
- Game Design Studio 1 and 2
- Introduction to Computer Graphics
- Data Structures and Algorithms