Vivek Hari

Software Engineer

🌐 https://vivekh.nz

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Location	Christchurch, Canterbury, 8011

∨ TECHNICAL SKILLS

Core Competencies

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

Tools

- **IDEs and editors**
  Visual Studio, Visual Studio Code, Unity
- **Source control and CI/CD**
  Subversion, Git, TeamCity, Octopus Deploy
- **Artist DCC apps**
  Inkscape, Paint.NET, Houdini, DaVinci Resolve

∨ EXPERIENCE

FIS   **Christchurch, New Zealand**

DevOps Engineer   **Sep 2018 - Present**

- Administer a continuous integration environment (VisualSVN, Bitbucket, TeamCity) that builds and tests over 100 revisions per day and comprises more than 450 virtual machines
- Primary DevOps engineer working on 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)
- Enhance internal test orchestration tools to increase test throughput and improve the productivity of over 200 engineers (C#, ASP.NET MVC, JavaScript)

Graduate Software Engineer   **Jan 2018 - Sep 2018**

- Replicate client-raised defects, validate the corresponding code fix and implement NUnit test automation to catch future regressions
- Automate 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)
- Maintain a Selenium test regression environment comprising over 20 VMware and Hyper-V virtual machines

Projects

🌐 **Sierra**   **Feb 2020 - Present**

A heightmap editor developed using C#, WPF, C++ and OpenGL focused around sculpting virtual terrain.

🌐 **Sector Strike**   **Jul 2017 - Oct 2017**

Implemented UI and enemy spawn systems and acted as the audio team liason for a level-based top-down shooter game developed using the Unity engine. Built as part of the UTS Game Design Studio 2 course in a team of 6 (3 programmers).

🌐 **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