

**Areas Of Interest** Optimization, Engine Architecture, Platform Service Integration,, Tools

**Technologies** **Languages:** C/C++, C#, Rust, Powershell, Scheme/Racket  
**Platforms:** Xbox One, PS4, PS Vita, Android, Xbox 360, PS3, WiiU, Xbox

**Experience** **Unannounced Project:**

- Lead engineer on unannounced port of multiplayer FPS title to a streaming platform

**Dreadnought:**

- PS4 port of PC free-to-play space combat game created with Unreal Engine 4
- Lead build and tools team
  - Responsible for maintaining and optimizing automated build system
  - Built tools to improve developer workflows
    - \* Powershell scripts to automate build/cook/deploy
    - \* Set up PS4 symbol server to help debugging
    - \* GUI tool to automate deployment of built server versions to developer machines
- Investigation for miscellaneous stability and performance bugs

**7 Days To Die:**

- Xbox One and PS4 port of open world, sandbox game implemented in Unity
- Lead optimization efforts for the console port including reducing memory allocations, parallelization of terrain generation, and moving specific systems to a native plugin
- Implemented performance benchmark scenarios
- Researched native reimplementations of specific systems to avoid costs of Mono/C# runtime

**The Elder Scrolls Online:**

- Xbox One and PS4 port of the MMO set in Bethesda's Elder Scrolls universe
- Helped architect and implement thread-safe bindings for platform services (PSN and Xbox LIVE) like login to game server, savedata, title storage etc.
- Worked with backend services team to implement client login system
- Implementation of UI screens related to interactions with platform services

**Borderlands 2:**

- PS Vita port of Gearbox's co-op first person shooter
- Implemented occlusion culling for the Vita platform
- ARM SIMD extension(NEON) related optimizations
- Misc. porting related bugs involving gameplay, rendering and physics

**Unreleased Android title:**

- Port of iOS game developed using Unreal Engine 3
- Social media integration(Facebook and Twitter)
- HTTP abstraction layer
- Local/push notifications

**Dungeons & Dragons: Chronicles of Mystara:**

- Port of arcade classic to Xbox360, PS3, WiiU, and PC
- Implemented "House Rules" system and worked on related online tasks
- Gameplay and emulation
- "Vault" pipeline
- UI support

**Education****MS Interactive Entertainment (2012)**

University of Central Florida  
Florida Interactive Entertainment Academy  
Orlando, FL, USA  
<http://www.fiea.ucf.edu>

**B.Tech Computer Science and Engineering (2011)**

Amrita Vishwa Vidyapeetham  
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