**S.Venkatesh**

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## OBJECTIVE

A Lead Architect position that would utilize my proficiency and experience in online game engine architecture and graphics tech towards next-gen online game development.

## SUMMARY

A visionary in game development, I am a critical thinker with strong analytical and problem solving skills. I am proficient in many areas of Game programming in hardcore C++ including 3D Graphics, Animation and Tools in Direct X and OpenGL APIs. Recently I have also acquired enormous knowledge of Online Architecture being part of the team behind Successful Online Titles. A motivated self-starter, who is able to lead an integrated team, I have strong interpersonal skills and positive attitude.

## EXPERIENCE

**Lead Engineer**                                                        - (April '08 - Present)
**Electronic Arts, Singapore.**

*Confidential Project.*

**Software Engineer**                                                    - (August '06 – March '08)
**Electronic Arts, Singapore.**

*FIFA On-line Season 2:*
*(http://www.eafifaonline2.com, http://www.easportsfifaonline2.com)*

    Sole owner of Rendering and Presentation for FIFA Season 2.
    Programmed real-time rendering to movie which is a mile-stone feature.
    Programmed an all new Away Alone Goalie mode unique to this version.
    Implemented On-line specific Game-play and Network Optimizations.
    Contributed to EA internal render library base.

*NBA Street V3 On-line:*

Responsible for Rendering, Presentation and Network Integration.
Ported several modules of Rendering Code to the PC version.
Worked on the Create-A-Baller and Create-A-Court render modules.
Implemented the all new Challenges mode game-play.
Worked on tools for Challenge Generation and Test Modules.

**Lead Technology Programmer** - (January '06 - July '06)
**Vbeing Software Limited, New Delhi.**

*Vbeing Engine:*

Programmed a Cross platform Renderer capable of Next Generation Graphics.
Worked on a complete 3D Pipeline Tool-Bed based on Collada Open Standard.
Implemented an unified Scene-Graph Architecture for Rendering, Physics & AI.
Researched and implemented Cache-Aware Stripification and 3D Optimization.
Developed an Immediate preview 3DSMax plug-in for rendering and physics.

*Sengoku : Age of War:*

Sole Owner of Rendering and Game-Play Code.
Designed and programmed the entire DirectX Asset Pipeline for the Game.
Implemented an extensible and futuristic FX Engine.
Implemented D3DX based Animation Library and GUI.

**Senior Game Programmer** - (October '04 - December '05)
**Vbeing Software Limited, New Delhi.**

*Marker Gnash:*

Implemented Terrain and Vegetation Renderer as plug-ins to Lithtech Engine.
Implemented Advanced Lighting and FX systems.
Developed Advanced Radar Indicator systems and other Unique Game UI.
Developed a complete Sound system based on DirectMusic and DirectShow.
Worked extensively on AI and Game-play.

**Lead Technical Support Engineer** - (January '03 - September '04)
**Brigade Corporation, Chennai.**

Developed several On-line knowledge-base applications single-handedly.
Documented and replicated technical issues reported by customers.
Developed Customer Tracking Software for Local Intelligence.
Developed an On-line Product Database Information System for internal use.

## SUMMARY OF SKILLS

In-depth knowledge and hardcore programming experience in C++. Proficient in Direct X and OpenGL Fixed-Function Rendering Libraries on Win32 and Linux platforms.

Extensive Experience in 3D Engine Architecture, 3D Rendering and DCC Tools Pipeline. Excellent knowledge and proficiency in Game Engines including Lithtech and EA's internal Render Libraries.

Has developed Tools for Game-Assets based on XML architectures like Collada. Has worked with a few DCC Tools and integrated Collada based Pipelines designed around them.

Recent Experience in Online Technologies including Scalable Multi-Player Architecture, REST-ful Services and Peer-2-Peer Connectivity.

Apart from these core areas, I am proficient in the following applications and build tools: Visual Studio, 3DSMax, Photoshop, StarUML, NAnt, Cruise-Control, Perforce, Subversion, Flash.

## EDUCATION

**Bachelor of Engineering in Computer Science.**               - (1997-2001)
Shri Angalamman College of Engineering and Technology, Trichy.
Secured 74.85% in my academic tenure.

**Secured 91.88% in my H.S.L.C Examinations.**               - (1996-1997)
97.12% average in Physics, Mathematics, Chemistry and Computer Science
K.A.P. Viswanatham Higher Secondary School, Trichy.

## PUBLICATIONS

*XtoGlx*                          Published: OpenGL.Org ( The Official OpenGL Website ).

*SpaceCraze*                      Published: PC Quest Magazine ( January 2001 issue ).

*Yogari*                          Published: PC Quest Magazine ( November 1999 issue ).

My hobby is designing and programming games for Computers and Gaming Consoles with many games published in several websites.

## REFERENCES

References available on request.