

David Christie

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EDUCATION

IIIT, SRI CITY

B.TECH IN COMPUTER SCIENCE

Grad: May 2019

SKILLS

GAME ENGINES

- Unreal Engine 4/5
- Unity3D
- In-House Game Engine (Osiris, MintEngine)

PROGRAMMING

- C/C++
- Haxe
- Javascript/TypeScript
- GLSL

VERSION CONTROL

- Perforce
- Git
- SVN

GRAPHICS

- OpenGL

MISC

- Strong knowledge in 3D Math
- Comfortable working on large code bases
- System Design, OOP, Game Design

EXPERIENCE

ELECTRONIC ARTS (EA)

[June 2021 – Jan 2024]

Software Engineer 1, Hyderabad

Client side game programming on Prototypes, Battlefield Mobile, UFC Mobile and Real Racing 3

CLAPPIA

Software Development Engineer 1, Bangalore

[June 2019 - Apr 2021]

Full stack development using Serverless(NodeJs), Ionic and Angular

IIIT, SRICITY [August 2016 - December 2018]

Undergraduate Teaching Assistant

Part-time role as a teaching assistant for Digital logic design and C Programming courses.

PROJECTS

TURN BASED TACTICS GAME [UNREAL ENGINE, C++]

Personal Project (In Progress)

- Working on a turn based strategy game as a personal project
- Automatic grid generations, Actions are implemented
- <https://github.com/crespoter/TBSTemplate>

GRAPHICS RENDERING ENGINE [OPENGL, C/C++, GLSL]

Personal Project

- Directional, Point and Spot light sources along with shadows
- Loading 3D models, Post processing effects and skybox
- <https://github.com/crespoter/Crespoter-Graphics-Engine>

REAL RACING 3 [MINT3D (IN-HOUSE ENGINE), C++]

Electronic Arts(EA)

- Client and tools programming for live service of Real Racing 3.

BATTLEFIELD MOBILE [UNREAL ENGINE, C++]

Electronic Arts(EA)

- Worked on Gameplay and UI programming as part of tutorial team using Unreal Engine 4.

UFC MOBILE [HAXE, C++, OSIRIS(IN-HOUSE ENGINE)]

Electronic Arts(EA)

- UI programming on Haxe using an in house game engine.

SERVE'EM [UNITY3D, C#]

Personal Project

- A 3d Restaurant management game developed using Unity3D