Pronay Peddiraju

Gameplay Systems Engineer – Final Strike Games, Bellevue WA

Contact Info

+1 (469) 634 6630
pronay.peddiraju@gmail.com
https://www.pronay.me

Highlighted Skills

C++ Programming
Multiplayer Gameplay Systems
Linear Algebra & Trigonometry
Physics Programming
Profiling and Optimization
Cross-Platform Development

Education

Master of Interactive Technology, Software Development for Games
SMU Guildhall, Plano, TX

Bachelor of Technology, Computer Science
VIT University, Vellore, India

Research

Procedural Content Generation using Markov-Chains and Wave Function Collapse

Agent Based Performance Analysis of Strategic Algorithms in Prisoner's Dilemma

Research Analysis of Development Pipelines in Augmented and Virtual Reality Technologies

Software

Unreal Engine 5, 4
Perforce
JIRA
RenderDoc
PhysX
Coherent Gameface
Unity 3D

Collaborative Projects

Unannounced AAA Title
Final Strike Games, Bellevue, WA

(Gameplay Systems Engineer | Unreal Engine 5 | May 2022 – Present)

- Working on an unannounced cross-platform AAA game systems including but not limited to character, camera and controls, player interactions, networking and replication, world streaming, asynchronous systems, profiling and optimization and more.

Borderlands 3, Tiny Tinas Wonderlands
Enduring Games LLC, Austin, TX

(Software Engineer | Unreal Engine 4 | July 2020 – Feb 2022)

- Engineered cross-platform plugin for Gearbox, enabling seamless multiplayer gameplay across Xbox, PlayStation, PC, and iOS.
- Integrated console features/APIs for cross-play, focusing on user authentication, UI, matchmaking, emporium/store, app stability, and audio.
- Applied agile development to meet certification requirements and project timelines.

Goofballs
12 Member Team (3 Programmers)

(Gameplay & UI Programmer | Unreal Engine 4 | July – December 2019)

- Developed gameplay systems including randomizing algorithms, local multiplayer systems, UI and physics controllers.
- Collaborated with lead programmer and game designer to create a custom UI framework based on game requirements.
- Shipped game on the Steam platform

Individual Projects

Procedural Content Generation Markov Chain based WFC

(Prodigy Engine | Engine & Tools Programmer | June 2019 – May 2020)

- Architected procedural content generation using Wave Function Collapse (WFC) algorithm by Implementing overlapping, tiling and Markov chain based WFC models using C++ and Prodigy Engine.
- Used constraint-based texture synthesis in 2 dimensions to create procedural tile maps, platformer style levels, flowers, circuits, castles, and other image outputs.

Prodigy Engine

(Personal C++ Engine | DirectX11, Nvidia PhysX | August 2018 – Sept 2020)

- Developed a DirectX11-based game engine featuring 2D physics, 3D physics using PhysX, GUI tools, math utilities, 2D animation systems and more.
- Incorporated tools including, a developer console, debug rendering system and multi-threaded instrumented profiler to aid in debugging.

Experience

- **Gameplay Systems Engineer – Final Strike Games, Bellevue, WA**
  (Full-time employment. May 2022 – Present)
- **Software Engineer – Enduring Games, Austin, TX**
  (Full-time employment. July 2020 – Feb 2022)
- **Assistant Manager AR/VR - What Box Entertainment, Bangalore, India**
  (Full-time employment. March 2018 – June 2018)