Ravi Sample

$ engine_programmer

Edinburgh, UK | 07700 900377 | ravi.sample@example.com | **GitHub:** github.com/ravi-example | **Blog:** ravisample.example.com | **LinkedIn:** linkedin.com/in/ravi-example

Full right to work in the UK

profile

Engine programmer with seven years in games, focused on rendering, memory and performance in C++. I find out why a frame is slow and fix it, and I write tools that make the rest of the team faster.

tech stack

languages	C++17/20, C#, Python, HLSL
engines	Unreal Engine 4/5 (source), in-house C++ engine, Unity
graphics	DirectX 12, Vulkan, PlayStation and Xbox graphics APIs
profiling	RenderDoc, PIX, Razor, Unreal Insights, Superluminal
workflow	Perforce, Git, Jenkins, Jira, code review

experience

Senior Engine Programmer, Company One, Edinburgh — Apr 2022 – Present

- Cut GPU frame time by 3.1 ms on PlayStation 5 for Game Title A by reworking shadow cascades and culling.
- Wrote a memory tracking tool that found 400 MB of duplicated textures before launch.
- Mentors three programmers and reviews rendering code across the team.

Engine Programmer, Company Two, Dundee — Aug 2019 – Mar 2022

- Ported the in-house renderer to Vulkan for Game Title B on PC and Nintendo Switch.
- Built an asset cooking pipeline in Python that halved build times.

projects

tinyraster a small software rasteriser in C++ with a write-up on my blog

Game jam tools open-source Unity profiler overlay, 300+ stars on GitHub

education

MEng Computer Science, University of Example, First Class Honours — 2019