

Jason Kanagaratnam

(801) 898-2101 ~ jasonkana@gmail.com ~ <http://noisetanks.com>



Experience

Zenimax Online Studios – *Gameplay Engineer*

May 2014-Present ~ Baltimore, MD

Project – *The Elder Scrolls Online*

- Actively supported and updated a live game quarterly on multiple platforms including PC, XB1 and PS4
- Worked closely with designers to implement features ranging from small bug fixes to full fledged year long features in C++ and Lua
- Primary engineer behind the housing system update, implemented the server backend, a client side editor, the initial UI framework and dozens of minor required tweaks game-wide
- Sole engineer on a memory manager that reworked the animation system to dynamically load animation data in an effort to dramatically lower its memory footprint
- Assisted in the development of the UI for the PS4/XB1 port and other general UI work, while maintaining and refactoring the existing keyboard UI
- Implemented several other features on both the client and server, including many animation features, new game object types, combat and stats, and many smaller features and bug fixes across the game

Zenimax Online Studios - *QA Engineer Intern*

July 2013-August 2013 ~ Baltimore, MD

Project – *The Elder Scrolls Online*

- Developed a Heat Map tool suite in C# WinForms for QA Team
- Debugged several out of date internal tools written in Lua
- Wrote documentation for several existing and newly created QA test tools

Ubisoft Montreal - *Programming Intern*

May 2013-June 2013 ~ Montreal, QC

Project - *Shine*

- Selected to develop a prototype into a game with other students over seven weeks in UDK
- Wrote enemy AI and designed a system for path finding on ceilings and walls
- Implemented several other systems including non game related tools such as an event system in UnrealScript

L3 Communications - *Software Engineer Co-op* November 2013-April 2013 ~ Salt Lake City, Utah.

- Developed GUI's and integrated them in C# (WPF) and Java
- Only engineer on a GUI designed to display networking information from UAV's to soldiers in the field
- Internationalized Java GUI for foreign military use

Teaching Assistant - *University of Utah*

August 2013-April 2014 ~ Salt Lake City, Utah.

- Ran labs, held office hours and assisted in lectures for 60 to 90 students
- Taught introductory object oriented programming lessons in ActionScript 3.0
- Graded assignments, quizzes and exams

Projects

- Vinyl** - *Thesis Game for M.S* January 2013-April 2014 ~ Salt Lake City, UT
- A forced runner similar to AudioSurf where the player surfs through the groove in a vinyl record dodging obstacles generated by any song of their choosing, built with Unity and C++
 - Implemented several gameplay mechanics, procedural level generation based on song data, and playing of animations and
 - Worked on game design at a high level
- Reveal** - *Prototype for Ubisoft Competition* January 2013-March 2013 ~ Salt Lake City, UT
- Won “Most Creative & Best Use of Theme” award in Ubisoft Academia Game Lab competition
 - Designed and programmed all enemy AI in UnrealScript using UDK
 - Handled putting all art assets into the game, building of animation trees, and playing sound effects
- Baws** - *3D Game Engine* August 2012-April 2014 ~ Salt Lake City, UT
- Built a game engine from the ground up in Visual C++ and DirectX9
 - Developed a level editor, FBX model importing system, collision system with OctTree spatial partitioning, memory pools, AI, pathfinding and more

Education

- University of Utah** August 2012-April 2014 ~ Salt Lake City, UT
- M.S. Computer Science
 - Entertainment Arts & Engineering program
- University of Utah** August 2004-April 2008 ~ Salt Lake City, UT
- B.S. Physics
 - B.S. Economics