

# PRAVIN BABAR

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## Professional Summary

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Technical Director with about fourteen years of experience working on bestselling, multi-billion-dollar AAA games (Call of duty Black ops 1, 2, 3, 4, Suicide Squad: KTJL, The Walking Dead). My experience includes leadership, mentorship, studio growth and development along with individual contribution towards VR, networking, gameplay, scripting, UI features and more for PC, Console and VR platforms. I'm also a passionate gamer, poet and an artist. I enjoy playing FPS, TPS, RTS, RPG, MMO and Card games.

## Experience

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### **Skydance Interactive** – Santa Monica, CA

#### **TECHNICAL DIRECTOR**

01/2022 Onwards

Current Title: ***Unannounced VR Project, The Walking Dead: Saints & Sinners***

Studio Technical Director, in an **Unreal Engine 4** based codebase

- Working with the creative director and production director to plan, track and facilitate the team in setting goals, deciding feature sets and achieving milestones
- Working with **Oculus** and **Sony** on VR Hardware requirements and evaluation
- Optimizing CPU/GPU performance for **Oculus Quest 2, PSVR** and **PC** platforms
- Workflow improvements in terms of tools, guidelines and backend processes
- Leading a team of talented and passionate engineers and leads
- Providing mentorship, guidance, technical direction and motivation to the team
- Reviewing code, evaluating performance and helping set and achieve career goals
- Interviewing and hiring the best talent for the studio
- Structuring the internship program for the studio

### **Unbroken Studios** – El Segundo, CA

#### **TECHNICAL DIRECTOR**

05/2019 to 01/2022

Working Title: ***Suicide Squad: Kill the Justice League***

Project Technical Director with focus on management and coordination of co-development efforts with **Rocksteady Studios**, in an **Unreal Engine 4** based codebase

- Worked with the design director and creative director to lead the development of
  - ❖ Gameplay (Weapons, RPG, AI and more)
  - ❖ Multiplayer and Networking (Online, backend, networked gameplay and more)
  - ❖ Tools (Perforce plugins and more)

- Facilitated communication between the studios, overcoming challenges with differences in time zone, studio culture, workflow and production pipelines
- Improved workflow by introducing better code review structure, compilation improvements, introduction of SN-DBS distributed compilation, P4 Tools
- Managed and mentored a team of six engineers and two leads as direct reports
  - ❖ Code reviews, guidance, technical direction and motivation
  - ❖ Performance evaluation and Career Development
- Helped grow the studio from about 23 to 75 employees over a period of two years
  - ❖ Interviewed engineering and other related discipline candidates
  - ❖ Introduced better programming tests for junior and mid level candidates
  - ❖ Helped revamp performance review cycles and content for 360 reviews
  - ❖ Introduced a mentorship program for general studio knowledge growth
  - ❖ Was a part of a diversity channel for efforts towards diversity and inclusion

## **Gif Your Game (Bad Panda Inc.) – Santa Monica, CA**

### **LEAD SOFTWARE ENGINEER**

08/2018 to 05/2019

Project lead engineer for a middleware which records and processes gameplay clips for games like Fortnite, PUBG, Rocket League etc.

- Managed a team of five engineers as direct reports while developing the following features in C++ and Javascript:
  - ❖ Replay parsing for games in **Unreal Engine 4**: Fortnite, PUBG, Rocket League
  - ❖ Implementation of cinematic rendering of GIFs created from replays
  - ❖ Backend management for clip generation and renderers

## **TREYARCH CORP. – Santa Monica, CA**

02/2009 to 08/2018

### **SENIOR SOFTWARE ENGINEER**

03/2015 to 08/2018

Shipped Title: **Call of Duty: Black Ops 4**

Worked on A.I. and gameplay systems:

- Developed several A.I. archetypes, in collaboration with artists and designers, for different game modes such as campaign and zombies
- Helped with networking optimization for Battle Royale 100 player gameplay
- Implemented different weapons and other gameplay features
- Did an overhaul of trigger systems to help level designers and gameplay scripters
- Optimized network usage of animated props in maps
- Managed and mentored two junior gameplay engineers

Shipped Title: **Call of Duty: Black Ops 3**

- Fully revamped the UI authoring pipeline by developing a Photoshop-like UI tool which helps in authoring and integrating immersive UI along with art into the game without relying on tedious scripting
- Managed and mentored a summer intern for four months. His tasks involved UI and Online system features
- Worked on several networking, online systems, UI and backend features on the PS4 and XBOX One platforms
- Worked on the in-game scoreboard and the *Groups* feature which allows people to create and manage clans and guilds

**SOFTWARE ENGINEER**

03/2011 to 03/2015

Shipped Title: **Call of Duty: Black Ops 2**

- Improved UI authoring workflow by transitioning the UI system implementation from an old macro based system to a more robust lua script based system
- Worked on several networking, online systems, UI, backend, statistics, gameplay systems and scripting features on the XBOX 360, PS3 and PC platforms which include:
  - Implementation of new types of guns, grenades and aircraft
  - Leaderboards, Create-a-Class, Combat Record, League Play and Friends List

**ASSOCIATE SOFTWARE ENGINEER**

12/2008 to 03/2011

Shipped Title: **Call of Duty: Black Ops**

- Worked on several networking, online systems, UI, backend and statistics features on the XBOX 360, PS3 and PC platforms which include:
  - Console specific implementation for In-game host migration (PS3)
  - Several runtime optimizations for the UI system (XBOX 360, PS3, PC)
  - Leaderboards, Create-a-Class, Combat Record, AAR and Friends List

Skills

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**C, C++, C#, Lua Script, Python, Javascript, React, React Native, Redux, HTML, XML, JSON, Perforce.**

Education

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**Master of Science:** Computer Science 2008  
**University Of Southern California** - Los Angeles, CA

**Bachelor Of Engineering:** Information Technology 2006  
**Veermata Jijabai Technological Institute (V.J.T.I)** - Mumbai, India