

Vikram Saran

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Overview

Experienced Software Engineering Lead with a deep focus on game engine architecture, technical production, and engineering culture. Proven track record of delivering technology and titles, optimizing CI/CD workflows, and mentoring teams through growth phases

Skills

Leadership: Technical Production, Engineering Management, Process Change Management

Programming Languages: C++, C#, Python

Game Engines: Custom Engines, Unreal, Unity

Workflows: Agile, Trunk-Based Development, Test-Driven Development (TDD)

DevOps Tooling: git, GitLab, Perforce, TeamCity

Specialities: Physics Engines, Artificial Intelligence (Game AI), Entity Component Systems (ECS)

Experience

PlayerUnknown Productions, Principal Core Engine Programmer May 2024 – present
Lead for the Melba Engine team Amsterdam, Netherlands

- Directing the engineering roadmap for the Melba Engine, overseeing multiple sub-teams to deliver high-performance runtime technology
- Architecting and enforcing modern C++ software delivery standards, significantly improving code quality and team collaboration
- Driving the technical strategy for next-generation engine features to support large-scale simulation and multiplayer experiences

PlaySide Studios, Senior Lead Engineer Nov 2022 – Jan 2024
Lead of *Age of Darkness* and zIC of Engineering Melbourne, Australia

- Defined and rolled out comprehensive Roles and Responsibilities for the engineering organisation, clarifying expectations across the studio
- Modernized studio-wide version control workflows, migrating legacy processes to Trunk-Based Development and enabling robust CI/CD pipelines
- Delivered Early Access versions 0.8.3 through 0.11.2 on time, consistently exceeding internal scope expectations
- Reduced defect generation by 67% in one year through strict code review processes, automated CI gates, and active technical mentoring
- Increased engineering sprint predictability from 30% to ~90% by refining estimation techniques and milestone planning

PlaySide Studios, Lead Engineer May 2022 – Nov 2022
Lead of *Civilization 7 VR* Melbourne, Australia

- Accelerated the delivery of a highly experimental VR project, delivering named milestones two weeks ahead of schedule while meeting all client requirements
- Identified critical gaps in the wider engineering discipline and presented a comprehensive "People & Career" strategy to upper management within the first 3 months

Electronic Arts (EA) , Software Engineer (Frostbite Engine)	Nov 2018 – May 2022
Core Engineer on the Component-Object-Model (COM) team	Melbourne, Australia
<ul style="list-style-type: none"> Implemented runtime and editor tooling to introduce a brand new Entity Component System (ECS) to Frostbite, ensuring seamless interop with the legacy object model Deployed to EA Bucharest to resolve critical backlog issues for the Behaviour Tree team and trained their engineers on the upcoming ECS architecture Authored technical design documentation justifying the rewrite of the BTree system to meet modern Frostbite Non-Functional Requirements (NFRs) Served as Product Owner for the Material Grid, a critical physics and object-interaction system used globally across EA titles 	
Electronic Arts (EA) , Software Engineer (Osiris Mobile Engine) Nov 2017 – Nov 2018	
Supporting multiple award-winning mobile titles using the Osiris engine	Melbourne, Australia
<ul style="list-style-type: none"> Re-wrote the UI databinding system to improve runtime performance and developer workflow, managing the full lifecycle from requirement gathering to UAT Expanded the custom in-house version control system (<code>versionr</code>) by building a full-stack ASP.NET Core web interface for code reviews and merge requests Migrated Osiris to use EA's shared technology libraries (EASTL), increasing code reuse and standardization across the organization 	
University of the Sunshine Coast , Program Coordinator	July 2016 – Nov 2017
Coordinator of the Bachelor of Serious Games program	Sunshine Coast, Australia
<ul style="list-style-type: none"> Redesigned the Bachelor of Serious Games curriculum to integrate modern, industry-standard engine workflows Established partnerships with external industry clients to facilitate real-world student projects and internship pathways 	
University of the Sunshine Coast , Associate Lecturer	Feb 2016 – Nov 2017
Course Coordinator for the Games Programming minor	Sunshine Coast, Australia
<ul style="list-style-type: none"> Modernized coursework to align with current industry best practices Conducted Augmented Reality research and development within the Engage Research Cluster Organized the Sunshine Game Jam, fostering collaboration between industry professionals and students 	
Swinburne UT , Sessional Course Coordinator	Jan 2015 – June 2015
Course Coordinator for Physics of Games	Melbourne, Australia
<ul style="list-style-type: none"> Re-engineered the "Physics of Games" course to focus on creating and understanding physics engines Achieved the highest student feedback scores in the subject's history for Communication of Concepts and Teaching Motivation 	
Opaque Multimedia , Game Engine Developer	June 2013 – Jan 2016
In-house game engine development	Melbourne, Australia
<ul style="list-style-type: none"> Developed features for a custom in-house TypeScript engine and Unreal Engine 4, focusing on Physics, AI, Networking, and Gameplay Logic Contributed to key projects including the Universe Engine, Howitzer.ts, Advanced Deployable Virtual Dementia Environment (ADVDE), Kinect4Unreal, Kalman4Unreal, and Earthlight 	

Education

Swinburne UT BSc (Honours) in Computer Science

- Thesis: Gendered Animation in Games – Investigated human perception and ML-driven tooling to create realistic procedural animation suitable for modern workflows

2015 – 2016

Melbourne, Australia

Swinburne UT BSc/BMm in Computer Science & Software Engineering and Multimedia

- Awarded Dux in Artificial Intelligence for Games, Games Programming, and Research Methods
- Developed a strategic AI bot based on Sun Tzu's *Art of War*, winning the university game AI competition

2011 – 2014

Melbourne, Australia

Personal Interests

- Semi-professional salsa dancer, competitor, and instructor
- Fluent in Russian, conversational in Spanish, learning Dutch