

Vikram Saran

📍 Amsterdam, Netherlands ✉ contact@vikram.codes ☎ +31 6 45505558 🌐 vikram.codes
🔗 linkedin.com/in/vikramsaran 🐙 github.com/vikhik 🏠 gitlab.com/vikram-codes

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 |
| <ul style="list-style-type: none">• 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 2IC of Engineering | Melbourne, Australia |
| <ul style="list-style-type: none">• 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 |
| <ul style="list-style-type: none">• 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
- 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
- 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 (`versionr`) 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
- 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
- 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
- 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
- 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

2015 – 2016

Melbourne, Australia

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

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

2011 – 2014

Melbourne, Australia

- 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

Personal Interests

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