

Ralph Alan Dsouza

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EXPERIENCE

NINTENDO

Jul 2013 – Dec 2014

ASSOCIATE SOFTWARE ENGINEER

- Created and maintained automated tests for the Wii U's gamepad
- Performed debugging of libraries, demos and drivers within the Wii U SDK
- Created test programs for new Wii U features
- Created game prototypes within Unity as part of R&D for future products

GAMESTOP CORP

Jun 2011 – Aug 2011

SOFTWARE DEVELOPMENT INTERN

- Wrote software for the GameStop Android Controller using the Android SDK
- Set up a network to allow Android devices to communicate with a remote host

SKILLS

PROGRAMMING

- Languages: C, C++, HLSL, Java, C#
- SDK: DirectX, Unity

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY

Spring 2013

M.S. in Computer Science

UNIVERSITY OF TEXAS AT ARLINGTON

Spring 2011

- B.S. Honors in Computer Engineering
- Summa Cum Laude

PROJECTS

CHRONONAUT

Sep 2012 – May 2013

- Created a DirectX 11 graphics engine from scratch
- Built a tile-based deferred renderer with support for 1024+ dynamic point lights
- Integrated post-process features such as glow, SSAO and FXAA

D.O.T.S. (DEFENSE OF THE SPHERE)

Jan 2012 – May 2012

- Designed the overall look and feel of the game
- Implemented lighting and post-processing using C++, HLSL and DirectX 9