

Saljuk Gondal

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EXPERIENCE

That's No Moon Entertainment

Los Angeles, CA

Software Engineer / Unannounced AAA 3rd-Person Action Adventure Game

April 2022 - August 2025

- Developing real-time low-latency gameplay and AI systems in C++17 and Unreal Engine 5 for 100M+ AAA title; specializing in navigation, pathfinding, perception, environmental analysis, and systemic goal-driven behaviors
- Writing bespoke debug tools to enable rapid iteration for entire studio of 250+ people, including a performant debug draw framework and a data-driven debug menu using DearImGui
- Driving optimization efforts for AI systems through profiling analysis on target hardware using Unreal Insights and Superluminal
- Leading initiatives to improve cross-team collaboration between engineers and other content teams; organized a 5-part studio-wide tutorial series to onboard onto AI systems; created 50+ video demos and maintain extensive documentation for built systems

Activision Blizzard

Remote

Software Engineer Intern / Battle.net

June 2021 - September 2021

- Created a custom wrapper component in React and Typescript to seamlessly conduct feature testing on the Battle.net desktop app using Optimizely
- Implemented a new 'above-the-fold' layout using WCAG compliant carousels and deployed it to the *Call of Duty* page; monitored A/B engagement from 2M+ users around the world

Verishop

Remote

Software Engineer Intern / Product Team

June 2020 - September 2020

- Analyzed Lighthouse performance for key pages for e-commerce platform hosting 1M+ monthly active users; diagnosed most significant issues affecting First Contentful Paint (FCP) and Cumulative Layout Shift (CLS) using WebPageTest
- Used Node and React to implement dynamic skeleton loaders, improved asset lazy loader, minimized extra component re-renderings, and dynamically optimized image assets to improve Lighthouse score by 20% (including 0.5s boost to home page load times)

Stanford University

Stanford, CA

Software Engineer and Designer / Volunteer

December 2018 - December 2021

- Lead designer on 50+ deliverables for the largest student organization on-campus (Stanford Student Enterprises); drafted wireframes for external clients using Figma; revamped the Stanford Map and Stanford Directory
- Co-developed React frontend for new build of Stanford's course planning & selection tool used by 6000+ students on campus

PROJECTS

AutoReplay

github.com/msaljuk/AutoReplay

- Implemented an open-source C++ Unreal Engine plugin that can record a user's input over a game session, serialize it to human-readable JSON, and then replay it back in a frame-accurate manner

where2apply

where2apply.com

- Created a statistical model in sci-kit that uses a college applicant's parameters to generate an ideal list of colleges for them; deployed model as a free-use web application running on Flask. Received 250+ users within 1st week

EDUCATION

University of Cambridge

Cambridge, UK

MPhil. Computer Science

September 2025 - June 2026

Researching Programming Languages, Semantics and Verification

Stanford University

Stanford, CA

B.S Computer Science (Concentration in HCI) | GPA: 3.987/4.00

September 2018 - March 2022

Honors: Inductee Tau Beta Pi (oldest US engineering honors society), Booth Prize Nomination for Excellence in Writing

Coursework: Programming Methodology, Advanced Algorithms, Computer Systems, Computer Graphics, Animation and Simulation, Probability for CS, Discrete Math, Linear Algebra, Multivariable Calculus, Design Thinking, HCI Research

TECHNICAL SKILLS

- **Languages and Frameworks:** C, C++, Python, Java, JavaScript, TypeScript, SQL, ReactJS, Node.js, Express, MongoDB
- **Tools:** Git, UNIX, Perforce, Figma, Blender, Houdini, Photoshop, Illustrator, AfterEffects, Premiere, Havok Nav, Havok Physics