Saljuk Gondal

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EDUCATION

University of Cambridge   **Cambridge, UK**
MPhil. Advanced Computer Science   *September 2025 - June 2026*
<u>Concentration:</u> Programming Languages, Semantics and Verification
<u>Thesis:</u> Working with the REMS group to implement a Lua-based runtime for a separation logic tool used to verify low-level C
<u>Coursework:</u> Advanced Topics in: Programming Languages, Computer Architecture, Graphics; Multicore Semantics and Programming

Stanford University   **Stanford, CA**
B.S Computer Science | GPA: 3.987/4.00   *September 2018 - March 2022*
<u>Concentration:</u> Human Computer Interaction
<u>Honors:</u> Inductee Tau Beta Pi (oldest US engineering honors society), Booth Prize Nomination for Excellence in Writing

EXPERIENCE

That's No Moon Entertainment   **Los Angeles, CA**
Software Engineer | Unannounced AAA 3rd-Person Action Adventure Game   *April 2022 - August 2025*
- Developed real-time low-latency systems in C++17 and Unreal Engine 5 for 100M+ AAA title; specialized in navigation, pathfinding, perception, environmental analysis, and systemic goal-driven behaviors
- Wrote 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
- Drove optimization efforts for AI systems through profiling analysis on target hardware using Unreal Insights and Superluminal
- Lead 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 maintained 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 sim session, serialize it to human-readable JSON, and then replay it back in a frame-accurate manner

TECHNICAL SKILLS

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