USC GamePipe Laboratory Students in the Game Industry - Partial

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Note - Games listed in parentheses are games the alum has worked on.

Electronic Arts
- Artem Kovalovs, Gameplay SE (Medal of Honor - Warfighter)
- Torin Kampa, EA, Senior Gameplay Engineer (Medal of Honor - Warfighter)
- Alex Hetu, EA, Game Designer (League of Legends/Riot Games)
- Neelesh Savalani, EA, SE (The Sims Studio, The Sims 4)
- Joseph Sutton, EA, Game Service Engineer (Strike Fortress)
- Chethan Ahuja, EA, SE (Monopoly Streets, Littlest Pet Shop Friends, Monopoly Collection, Sims 3 Showtime)
- Sean Boocock, EA, SE I (Command & Conquer: Generals 2)
- Nite Luo, EA, SE (Dragon Age Legends)

Rockstar
- Aaron Martin, Rockstar San Diego, Technical Designer (Grand Theft Auto V, Fuse!/Insomniac Games)
- Travis Primm, Rockstar San Diego, Tools Programmer (Grand Theft Auto V)
- Graham Hawes, Rockstar San Diego, Tools Programmer

Sony
- Mihir Sheth, Sony Computer Entertainment of America Santa Monica, Technical Designer (God of War – Ascension)
- Michael Grattan, Sony Computer Entertainment of America Santa Monica, Associate Game Designer (God of War 3, God of War Ascension)
- Jeff Magers, Sony Computer Entertainment of America Santa Monica, Designer (God of War 3, God of War - Ascension)

Disney
- Sebastian Janisz, Disney Interactive, Lead SE (Where’s My Water)
- Eshan Mathur, Disney Interactive, Game Designer (Where’s My Mickey)
- David Landau, Software Engineer (Disney Infinity)
- Kevin Aguett, SE (Where’s My Mickey)
• Lin Tian, Disney Interactive, SE (Where’s My Water, Where’s My Mickey?)
• Amy (Siyao) Kong, Disney Interactive, SE (Where’s My Perry, Where’s My Mickey)
• Chao Huang, SE (Where’s My Mickey)
• Alejandro Villagomez, Disney, SE (Epic Mickey 2, Marvel/Avenger’s Initiative, Disney Infinity, Disney Infinity 2.0)
• Manjeet Chawla, Disney Interactive, SE (Where’s My Water)
• Mukul Abdagiri, Disney Interactive, SE (Club Penguin)
• David Landau, Software Engineer (Disney Infinity)
• Steve Wenzke, Heavy Iron (Epic Mickey 2 Wii U, Disney Infinity)

Microsoft Game Studios
• Ben Walker, Microsoft Game Studios, SDE (Nike+ Kinect Training)
• Charlene Jeune, Microsoft Game Studios, SDET

Naughtydog
• Artem Kovalovs, SE Naughtydog (The Last of Us (PS4))

Bungie
• Pratik Thakare, SE (Destiny)

Innovative Leisure
• Jesse Busch, Innovative Leisure, Game Programmer

Adhesive Games
• David Landau, Game Programmer (Hawken)

Activision
• Sumeet Jakatdar, Activision, Treyarch, Senior SE (Call of Duty Black Ops 2, Call of Duty Black Ops 1, Call of Duty World at War, Spiderman 3)
• Bharathwaj Nandakumar, Activision, Treyarch, Online Programmer (Call of Duty Black Ops 2, Call of Duty Modern Warfare 3, Call of Duty Black Ops, DJ Hero, Transformers: Revenge of the Fallen, Call of Duty: World at War)
• Varun Sharma, Activision, Treyarch, SE (Call of Duty Black Ops 2, Call of Duty Black Ops 1)
• Amit Bhura, Activision, Treyarch, SE (Call of Duty Black Ops 2, Call of Duty Modern Warfare 3, Call of Duty Black Ops 1)
• Pravin Babar, Activision, Treyarch, SE (Call of Duty Black Ops 2, Call of Duty Modern Warfare 3, Call of Duty Black Ops 1)
• Skyler Clark, Activision, Infinity Ward, SE (Call of Duty: Modern Warfare 3, Call of Duty - Ghosts)
• David Young, Activision, Treyarch Studio, Senior SE (Call of Duty Black Ops 2, rewrite of the Call of Duty AI Engine)
• Ali Timnak, Activision, Sledgehammer Games, SE (Call of Duty Advanced
Blizzard
- Roger Hughston, Blizzard, Gameplay SE (Diablo 3)
- Rachelle Davis, Blizzard, Associate SE (Hearthstone: Heroes of Warcraft)
- Mike Scipione, Blizzard, Tech Designer, (Starcraft II – Legacy of the Void)
- Evan Greenstone, Blizzard, Software Engineer (Diablo III, Diablo III Reaper of Souls)

Zynga
- Sanyam Bhasin, Zynga, Senior Software Engineer (Scramble with Friends, Words with Friends)
- Da Vis Linder, Zynga, Senior Software Design Engineer (Frontierville, Mafia Wars, Vampire Wars, Street Racing)
- Anshul Dhawan, Zynga, Senior Software Engineer (Zynga Poker)
- Keyur Bhulani, Zynga, Senior Software Engineer
- Raymond Xiang, Zynga, Senior Software Engineer (Farmville, Farmville 2)
- Greg Lieberman, Zynga, SE (Empires & Allies)
- Andrew Ogden, Zynga, Senior SE (Dream Zoo)
- David Baack, Zynga, SE (Scramble with Friends)

Innovative Leisure
- Chen Xu, Innovative Leisure, SE
- Jesse Busch, Innovative Leisure, SE
- Charles Gao, Innovative Leisure, SE

LucasArts
- Pol Jeremias, LucasArts, Graphics Engineer (Starwars 1313, Star Wars: The Force Unleashed 2)
- Ricardo Chavarria, Graphics Engineer (Star Wars: The Force Unleashed 2)

Crystal Dynamics
- Rob Cheng, Crystal Dynamics, Technical Artist (Lara Croft and the Guardian of Light, Tomb Raider: Underworld)

GearBox
- Bjarni Arnason, GearBox, SE (Borderlands 2, Battleborn)

Konami
- Shyam Guthikonda, Konami Kojima Productions, Programmer (Metal Gear Solid V: The Phantom Pain, Metal Gear Solid: Ground Zeroes, Metal Gear Solid: Peace Walker)
2K
• Arzin Chibber, 2K Marin (The Bureau - Xcom Declassified)
• Srikkanth Jagannathan, 2K Games, SE

Kabam
• Peter Landwehr, Kabam, SE (Kingdoms of Camelot)
• Ricardo Chavarria
• Chris Hui

Gameloft
• Nitin Venugopal, Gameloft, Lead Online Programmer

Industrial Toys
• Jonathan Culp, Engineer (Midnight Star)

411 Productions/Google
• Jesse Busch, Lead Engineer (Transportopia)
• Frank Barrera, Engineer (Transportopia)
• Adam Smith, Engineer (Transportopia)
• Fotos Frangoudes, Engineer (Transportopia)
• Tian Zhu, Engineer (Transportopia)
• Lu Zhang, Engineer (Transportopia)

PhD Students
• Balakrishnan Ranganathan, EA, Games User Research Engineer