Kunal Kathuria

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Summary

Software engineer with 6+ years of experience delivering end-to-end features across backend services, internal tools, and user-facing game features. Led development across the full feature lifecycle at Blizzard in redesigning the customer support platform and shipping in-game functionality used by millions of players.

Experience

Sony Interactive Entertainment – Software Engineer II, Trust and Safety 2025 – 2026

- Integrated a new ML image analysis service in Java into the PSN content detection pipeline to improve recall and precision while cutting monthly third-party API costs by ~30%.
- Built scalable image-analysis pipelines for QR detection and child-safety guardrails, improving precision and recall by 7% across safety-critical detection pipelines.
- Validated and integrated features for the PlayStation-to-PC SDK in C++ to support in-game PS store integrations and voice chat, ensuring cross-platform compatibility for flagship AAA titles.
- Designed and built an internal AI documentation chatbot that surfaced team processes and technical references, helping engineers quickly find guidance and reduce reliance on manual knowledge sharing.
- Mentored 3 junior engineers through code reviews on safety-critical systems, creating documentation and PR standards that caught bugs before production.

Blizzard Entertainment – Software Engineer, Server/Gameplay 2021 – 2025

- Took on engineering lead responsibilities for the Lost City of Un'goro expansion, owning cross-team coordination across design and engineering to ship successfully to millions of players.
- Re-architected the Hearthstone customer support platform, reducing feature turnaround time by 88% and driving adoption as the standard across all Blizzard game teams.
- Built a hot-reloading asset system that eliminated client/server restarts, reducing 4-5 minute iteration cycles to seconds and cutting designer iteration time by ~90%.
- Implemented distributed tracing infrastructure to improve observability across all Hearthstone backend services, replacing existing triaging workflows.
- Optimized two server systems including asset loading and subset creation to reduce server startup by 35%.

Aurorian Studios – Junior DevOps Engineer 2019 – 2021

- Built an AWS REST analytics pipeline to track players' in-game decisions and game balance to provide designers with insight into how new features landed during playtests.
- Created and maintained a Jenkins CI/CD pipeline to automate daily builds, saving 20 hours of testing a week.

Projects

Pantry | Github

- Built a full-stack pantry app with Next.js, TypeScript, Prisma, and PostgreSQL for managing recipes, ingredients, and household ingredients to help reduce food waste and optimize grocery shopping.
- Implemented an asynchronous Redis job queue for AI-assisted recipe import from URLs and images.

AI Battle Royal | Github

- Built and deployed a browser-based AI agent battle royal using Node, React, and Express where spectators submit programming challenges for LLM-powered agents to compete in live skirmishes.
- Implemented a sandboxed execution layer for agent generated code, enforcing isolation and output limits to safely run competitor solutions during skirmishes.

Education

University of California, Irvine: Bachelor of Science in Computer Science **2018 – 2020**

Skills

Languages: C++, Python, TypeScript, Java, C#

Frameworks & Data: FastAPI, Node.js, Flask, Express, Redis, PostgreSQL, MySQL, SQLAlchemy, gRPC, WebSockets

Infrastructure & Tools: AWS, Docker, Kubernetes, Datadog, Jenkins, Grafana, Splunk

AI & LLM: LLM evaluation, prompt orchestration, RAG, pgvector, LangChain