

Kunal Kathuria

Github: github.com/KunalK24 | **LinkedIn:** [linkedin.com/in/kathuria-kunal](https://www.linkedin.com/in/kathuria-kunal)

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.
- Developed observability workflows with synthetic monitors in Datadog, reducing engineer response time to incidents across the safety pipeline.
- 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 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 AWS REST analytics and Jenkins CI/CD pipelines for player insights, daily builds, and automated testing, saving 20 hours of deployment/testing work.

Projects

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.

TestForge | [Github](#)

- Built TestForge, an LLM-powered developer tool that generates unit tests from source files using structured prompting, validation, and retry loops.
- Implemented a retry and validation layer that re-prompts the model on syntax errors or failed executions improving test suite reliability across non-deterministic LLM outputs by 45%.

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