Chetan Surpur

chetansurpur.com / chetan@highkeygames.com

Creating games that promote relaxation and mindfulness through music and visual arts.

Experience

**Feb 2016 –
Present**
San Jose, CA

HIGHKEY Games
Founder

- As principal founder, grew team size to 4
- Designed, developed, and released two games (*Orbit* & *Sound Sky*)
- Grew *Orbit* to 6M installs while maintaining a 4.6-star average rating on iOS & Android
- Charted to #4 in Top Free Puzzle Games on Google Play with *Orbit*
- Redesigned *Orbit* around in-game level creator to triple IAP revenue
- Redesigned *Orbit* levels and level progression to triple retention
- Integrated ad meditation in *Orbit* to double ad revenue
- Architected and implemented a stateless backend for *Orbit* to support 9,000 user-created levels played by 500K active users

**Mar 2019 –
Present**
San Jose, CA

Yoga Bharati
Technical Consultant

- Designed, developed, and released a Progressive Web App (*Yoga Habit*)
- Used *Vue.js*, *Vuetify*, *VuexFire* on the frontend, and *Google Firebase* on the backend

**Feb 2014 –
Feb 2016**
Redwood City,
CA

Numenta
Senior Software Engineer

- Inventor on US patent: "Sparse distributed representation of spatial-temporal data"
- Conducted research in integrating observations from neuroscience into a theory for a general prediction, anomaly detection, and sensorimotor learning system
- Created experiments and prototypes demonstrating geospatial prediction, natural language processing, and sensorimotor learning using HTM platform
- Optimized C++ learning algorithms for 10x speedup in running experiments

**Jan 2013 –
Feb 2014**
San
Francisco, CA

HUMIN
Member of Technical Staff

- As first engineering hire, designed and built much of the *Humin* iOS app
- Responsible for data ingestion and core search

**Nov 2009 –
Feb 2012**
Cupertino, CA

ReversEntropy, LLC
Founder

- Developed and marketed *Pollux*, an automatic music tagging software
- Achieved 45,000 free downloads and 7,000 subscription purchases

Awards & Honors

- *Orbit* – **Winner** of **Google Play Indie Games Festival** (2016)
- *Orbit* – **Winner** of **GameJolt's GJFest** (2016)
- *Orbit* – **Nominee** for **Best Game Audio** at **Casual Connect USA** (2018)
- *Sound Sky* – **Nominee** for 15th Annual **International Mobile Gaming Awards (IMGA)** (2019)
- *Sound Sky* – **Nominee** for **Best Mobile Game** at **Playcrafting '19 Bit Awards** (2019)
- *Sound Sky* – **Placed 2nd** in **Pocket Gamer's Big Indie Pitch** (2017)
- **Speaker** at **Casual Connect Seattle** (2017)
- **Winner** of **Rising Pixel Award** at **Playcrafting '16 Bit Awards** (2016)
- *Pollux* – One of **Lifehacker Magazine's Ten Most Popular Free Mac Downloads** (2009)

Education

**Aug 2008 –
May 2012**
Berkeley, CA

University of California, Berkeley
Major – B.S. Electrical Engineering and Computer Science
Overall GPA – 3.3

Expertise

Languages & Platforms   Unity, C#, JavaScript, HTML/CSS, Python, C++, SQL