

# Samvid Jhaveri

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## EDUCATION

### **Master of Science in Computer Software and Media Application**

University of California, Santa Cruz

**(Expected) August 2018**

- **Courses:** Data Visualization, Game Design, AI in Games, User Evaluation Technologies, Social Emotional Technologies, Computer Vision, Costumes as Game Controllers, Interactive Computer Graphics

## TECHNICAL SKILLS

- **Proficient Languages:** C, C++, C#, Python, HTML/CSS, Javascript.
- **Development Tools:** Unity3D, UnityML, Arduino, D3.js, OpenGL
- **Headset knowledge:** HTC Vive, Oculus Rift, Google Daydream, Galaxy VR, Cardboard

## WORK EXPERIENCE

### **Graduate Student Researcher, UC Santa Cruz [Wearable Tech, VR]**

**Jan 2017 - Present**

- Working on development of Social VR platform to increase focus and social interaction.
- Deployed wearable technologies in Battle Star Galactica LARP (by Eleventh Hour Production) at Dexcon '17.
- Created Scene Sampler game to find social sounds around the environments using wearable controllers.

### **VR Designer and Developer, Spacedio [VR, Unity3D]**

**Jul 2017 - Present**

- Working in close coordination with architect and adding different interactions in VR environment of the architectural models.
- Optimized the VR environment to keep acceptable framerate and integrated Unity analytics to get more insights.

### **Full Stack Developer Intern, Big Apple Pharmacy [C#, MySQL, MVVM architecture]**

**May 2017 – Jul 2017**

- Designed initial Model View View Model(MVVM) architecture and database architecture of the pharmacy management system software.

### **Intern, Timeloop Inc. [AI, cocos2d-x, Unity3D]**

**May 2015 – May 2016**

- Implemented different shortest path algorithms (e.g. A\*) for game engines and optimizing them.
- Built a small infinite runner games in cocos2d-x.

## ACADEMIC & RESEARCH PROJECTS

### **Ba-Ke-Neko(Ghost Cats) - Social VR [Unity3D]**

**January 2018 - Present**

- Goal of this project is to explore the social superpowers in VR and I have created a multiplayer VR environment where users can explore new environment by using other people as their light source.
- Programmed tracing of all the activities of all users through out the usage and scale change as well.
- Designed a virtual pet as an AI agent that act as an ice-breaker and balance the conversation.
- This project is funded by Mozilla® foundation.

### **Lyrics Vis VR [Unity3D, Python]**

**August 2017 – December 2017**

- Visualization of Billboard top 100 songs of 50 years with the sentiment analysis of the lyrics in VR.

### **Sandbox of Memory [Unity3D, Blender, Audacity]**

**November 2017 – April 2018**

- A VR piece where you can interact with the different objects in the environment and listen the stories from the person whom these things belonged. I am also taking design decisions and managing a team of 2 people.

### **Social Wearables [Adafruit Playground, Arduino]**

**January 2017 -November 2017**

- Achieved the task of include wearable technology deeper into everyday life by developing/testing prototypes in varied application domains, from game to office activities with a goal to enhance social interaction. All these applications are implemented with small groups ranging from 3 to 7 people.

## PAPERS PUBLICATIONS

- **Designing Future Social Wearables with Live Action Role Play (Larp) Designers:** In Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (p. 462). ACM.
- **Visualising the landscape of Human-Food Interaction research:** In Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems (DIS 2018), June 9-13, Hong Kong.

## ACHIEVEMENTS

- **Scene Sampler:** This game was showcased at IndieCade 2017 and Come Out and Play (NY).