

SHARANYA SUDHAKAR

GRAPHICS SOFTWARE ENGINEER

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OBJECTIVE

Hardworking, creative thinker with skilled programming knowledge. Problem solver and motivated researcher for innovative and new solutions. Self-motivated tenacious student with detail-oriented execution skills, looking for an opportunity to polish and learn more in graphics and game design. Software engineer capable of performing a variety of tasks including design, development, and testing of simulation software. Experienced in VR creation, game design and VFX. Solid understanding of shader language OpenGL, graphics concepts and interaction design using Unity.

EXPERIENCE

Jan 19 – Jun 19 *Untethered* – VR Development *Reality Studio, UW- Seattle*

- Researched and developed an educational experience with effective production and clear storytelling for and in immersive environments.
- Developed an interface for underwater acoustics with game play and VR interaction.
- Developed a Unity backend for a scenario-design and management tool for players.
- Worked with the design and animation teams to perfect the experience pipeline and improve performance.
- Implemented behavioral and navigation features and evolved the experience.
- Experienced in building UIs in Unity and working with PSD, SVG, and rasterized graphics slicing
- Experience with procedural handling (runtime) of assets (mesh/textures/rigging/etc)

Jan 19 – Jun 19 VFX Lead -- *Untethered* (An Animated Movie) *Animation Research Lab, UW- Seattle*

Tested and developed a water effects pipeline for the Animated Student production *Untethered*. Water VFX ocean, foam, spray, splash etc., were created in Houdini

Sep18 – Mar 19 Technical Artist *Digital Future Labs, Bothell*

- Create shaders for digital art assets that couldn't be hand modeled or animated, using Unity's Shader Graph as the primary tool.
- Formulates and designed shaders using scientific analysis and mathematical models to predict and measure outcomes.
- Iterate to improve accuracy in solving problems with machine learning.
- Worked on 4 experimental deliverables with same deadline and achieved expected outcome (100% results).

Jun 18 – Sep 18 Software Quality Assurance *Digital Future Labs, Bothell*

- Write testing documentation, bug identification and formal reports
- Identify, reproduce and provide informed insight on bugs.
- Analyze and validate performance and stability testing.
- Ability to debug efficiently on multiple platforms

EDUCATION

BS: Computer Science & Software
2015 - Current

University of Washington
Bothell

GPA: 3.68

2018-19 Dean's List

3 consecutive quarters

2018-19 Animation & VR
Capstone Class

ACHIEVEMENTS

SEED published Game-Title
as Technical Artist.

SOFTWARE

- UNITY 2019
- UNITY SHADER GRAPH
- MAYA
- VISUAL STUDIO
- LINUX -OS
- PHOTOSHOP

PROGRAMMING

- C++, C#
- OPENGL WITH C++
- JAVA
- PYTHON
- HTML5, CSS, JAVASCRIPT
- VECTORS AND GRAPHICS