

SHARANYA SUDHAKAR

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Creative thinker with experience in program optimization. Problem solver and motivated researcher for innovative and new solutions. A tenacious learner with detail-oriented execution skills, looking for an opportunity in graphics and game design.

EDUCATION

Bachelors: Computer Science Jan 15 - Dec 19
University of Washington CGPA: 3.66

EXPERIENCE

VR Development Jan 19 – Jun 19

Reality Studio, UW- Seattle | [Title: “Untethered”](#)

- 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 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 to be bug free.
- Conceptualized and created an interactive whale fin sim for the Oculus rift’s user controls using the runtime animation rigging package in Unity 2019.
- Experience with procedural handling (runtime) of assets (mesh/textures/rigging/etc.)

VFX Lead Jan 19 – Jun 19

Animation Research Labs | [Title: “Untethered”](#) (An Animated Movie)

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

Technical Artist Sep18 – Mar 19

Digital Future Lab, Bothell | [Title: “SEED”](#)

- Create shaders for digital art assets that couldn't be hand modeled or animated, using Unity's Shader Graph and writing shaders using Cg / GLSL for older versions.
- 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).

Software Quality Assurance Jun 18 – Sep 18

Digital Future Lab, 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

PUBLISHED GAMES:

Title: [SEED](#)

Role: Technical Artist

SKILLS:

DEVELOPMENT:

- JavaScript
- C, C++, C#
- 3D Math
- Linear Algebra, Calculus, Discrete Math, Trigonometry

VIRTUAL REALITY / GAME DEVELOPMENT:

- Unity
- Unity Shader Graph
- Post-Processing
- Substance Designer
- Profiling
- Optimization
- 3D Graphics
- Graphics Pipeline
- Shaders
- OpenGL

MANAGEMENT:

- GitHub
- Linux
- Windows

MISCELLANEOUS:

- Adobe Photoshop
- Autodesk Maya
- SideFX Houdini
- Java
- Python
- HTML5, CSS

ACHIEVEMENTS:

- Dean’s List
3 consecutive quarters
- Animation & VR
Capstone Class