

# SHARANYA SUDHAKAR

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[www.tinyurl.com/sharanya19](http://www.tinyurl.com/sharanya19) | <https://github.com/SharanyaSudhakar> | [www.linkedin.com/in/sharanyasudhakar](http://www.linkedin.com/in/sharanyasudhakar)

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  
*University of Washington*

Jan 15 - Dec 19  
CGPA: 3.66

## EXPERIENCE

### Technical Artist

Feb 20 – Current

*Turn 10 Studios, Microsoft* | [Title: Forza Motorsport](#)

- Automation and Pipeline Tool Builder: Tasked with creating plugins and automation pipeline tools integrated into the software UI for the artist.
- As a technical artist I am responsible for pipeline investigation, tool creation and development until it is published.
- Procedural Textures Support: Bug fixes for the procedural team that is integrated into the inhouse game engine or part of the procedural texture pipeline between Game Engine and Substance and/or Photoshop
- Spiderman Duties: On call tech-art support to unblock artists from the tracks team, car team, character development etc.,
- Contract role.

### 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.

## 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

## 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

## **ACHIEVEMENTS:**

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