

# Hridiza Roy

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## Education

**Rochester Institute of Technology**, Rochester, New York

Bachelor of Science, Computer Science, Aug 2021 – May 2025

Bachelor of Science, Applied Arts and Sciences, Aug 2021 – May 2025

Concentrations: **Computer Graphics, Imaging Science, Digital Film Production**

**GPA: 3.53** | Honors Student

## Skills

**Programming:** C++, Python, C, Qt, OpenGL, GLSL, Vulkan, OpenCV, OSL, Linux, Visual Studio, CMake

**Others:** Maya, Blender, Adobe Premiere Pro, After Effects, Illustrator, Photoshop, Shaders, Linear Algebra

## Work Experience

**Software Engineer Co-op** | *Ocean Insight* | Rochester, New York

May 2023 – Dec 2023

- Increased scalability of the Color Sensor Software by expanding it for multiple sensors using **C++** and **PySide**
- Improved maintainability and performance of the Spirit Sampler software by porting it from C# to **C++ (Qt)**
- Discovered and fixed a bug in FTDI's official library for communicating from a windows system to an **embedded** device via **I2C** using **C**

**Physics and Math Tutor** | *RIT, Academic Success Center* | Rochester, New York

Jan 2023 – Apr 2023

- Tutored students in concepts like Optics, Mechanics, Gravitation, Linear Algebra, Electricity, and Calculus

**Communications Consultant** | *RIT, Expressive Communication Center* | Rochester, New York

Aug 2022 – Apr 2023

- Specialized in helping people write technical speeches for a non-technical audience

**Technical Intern** | *NextCorps* | Rochester, New York

Oct 2021 – May 2022

- Provided software development support to founders of new startups
- Performed tasks including video editing and graphic design using Adobe Illustrator and Adobe Premiere Pro

## Personal Projects

### Art-style Mashup

- Working on a plugin for Maya using C++, Python, MEL, CMake, and Visual Studio for incorporating different art styles into 3D animation

### Pancake

- Worked in a team of 3 to create a software using **C++** and **OpenCV** that creates 'smart presets' for images, for adapting a preset to an image's needs based on its properties like brightness and saturation

**Virtual Lab** | [hridiza.com/projects/virtualLab/](http://hridiza.com/projects/virtualLab/)

- Developed a web-app simulating a 3D classroom using **HTML**, **CSS**, and **JavaScript (No libraries/frameworks)**
- Used **3D Vector Math** to implement stereoscopic concepts like movement, rotation, and the environment

## Professional Experience

**President, RITGraph** | **ACM Siggraph** Student Chapter, RIT | Rochester, New York

Jan 2024 – Present

- Organize collaborative Computer Graphics projects between artists and software developers

**Mentoring Head, Society of Software Engineers**, RIT | Rochester, New York

Jan 2023 – Apr 2023

- Lead a group of 24 mentors and facilitated meetings to discuss mentoring challenges
- Organized biweekly review sessions for 100+ students for Software Engineering courses (**C++**, **C**, **Java**, **Python**)

**Founder, Inter-disciplinary technology + film club** | New Delhi, India

Nov 2019 – Jun 2021

- Increased the **number of women** involved in technology in the school by **over 25%**
- Taught **C++** and **Web Development** to students and managed **65+ club members**

## Achievements

**Grace Hopper Conference Scholarship**, RIT

Sep 2023

**Winner, Explainer Video Contest**, Adobe in a Box

Jan 2022

**1<sup>st</sup> Place, 33<sup>rd</sup> Annual RIT Public Speaking Contest**, RIT

Dec 2021

**Performing Arts Scholar**, RIT

Aug 2021