Hridiza Roy

linkedin.com/in/hridiza
hridizaroy@gmail.com
585-754-4842
hridiza.com
youtube.com/@hridiza
github.com/hridizaroy

EDUCATION

Rochester Institute of Technology
Bachelor of Science in Computer Science
Bachelor of Science in Applied Arts and Sciences
Concentrations:
Computer Graphics, Imaging Science,
Virtual Production
August 2021 - May 2025
GPA: 3.67 | Honors Student

SKILLS

Programming
C++, Python, MEL, GLSL/OpenGL, Three.js, OSL, Qt, JavaScript, OpenCV

Misc
Linux/Unix, Git, Visual Studio, CMake, 3D Geometry, Linear Algebra, Shader Programming

Film & Animation
Maya, Blender, Adobe Premiere Pro, After Effects, Illustrator, Photoshop

EXTRACURRICULARS

ASWF Summer Learning Program
- Selected as one of 21 participants from across the globe for this program
- Strengthening skills focusing on technical careers in Animation and VFX via technical coursework and mentorship from industry professionals

Re-Founder & President, RITGraph | SIGGRAPH Student Chapter
- Organize collaborative Computer Graphics projects between artists and software developers

Founder, Inter-disciplinary tech + film club
- Increased the **number of women** in technology in the school by **over 25%**
- Taught C++ and Web Development to students and managed 65+ club members

AWARDS

- ACM-W Scholarship for SIGGRAPH
- Grace Hopper Conference Scholarship
- David and Melissa Egts Scholarship | RIT
  - Awarded to 1 Undergrad Computer Science Student
- Winner, Explainer Video Contest | Adobe
- 1st Place, 33rd Annual RIT Public Speaking Contest
  - Why you should use filler words in your speeches: hridiza.com/projects/fillerWords
- Performing Arts Scholar (Dance) | RIT

RELEVANT EXPERIENCE

Graphics Software Engineer   May 2024 - August 2024
Simone Center Startup Accelerator Program   Rochester, NY
- Working in a team of 3 on our startup that creates gamified custom simulation software for training for small and medium size businesses
- Conducted 50+ Customer Discovery interviews
- Developing a VR training demo using **Unreal Engine**

Software Engineer Intern   May 2023 - December 2023
Ocean Optics   Rochester, NY
- Increased scalability of the **Color Sensor** Software by expanding it for multiple sensors using **Python (PySide)** and **C++**
- Improved maintainability and performance of the Spirit Sampler software by redesigning and 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**

Technical Intern   October 2021 - May 2022
NextCorps   Rochester, NY
- Performed tasks including **video editing** and **graphic design** using **Adobe Illustrator** and **Adobe Premiere Pro**

PROFESSIONAL EXPERIENCE

Physics and Math Tutor   January 2023 - April 2023
RIT, Academic Success Center   Rochester, NY
- Tutored students in concepts like Optics, Mechanics, Gravitation, Linear Algebra, Electricity, and Calculus

Communications Consultant   August 2022 - April 2023
RIT, Expressive Communication Center   Rochester, NY
- Specialized in helping people write technical speeches for a non-technical audience

PERSONAL PROJECTS

Art-style Mashup
- Developed a plugin for **Maya** using **C++**, **Python**, **MEL**, **CMake**, and **Visual Studio** for artists to easily incorporate a claymation aesthetic into their 3D animations

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 instead of applying the same effects to every image

Virtual Lab | 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