

Kiren Rao

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github.com/kdvrao

EDUCATION

Bachelors of Engineering (Electrical)

McGill University, Montreal, QC, Canada

Sep 2015- Dec 2019 (Expected)

TECHNICAL SKILLS

Programming Languages: Java, C++, C#, JavaScript, SQL, HTML/CSS, jQuery, Node.js, VHDL, GLSL

Publishing Software: Autodesk Maya, Blender, Autodesk Mudbox, Autodesk AutoCAD, Siemens NX, MS Office

Database Management: PostgreSQL

Version Control: Git, Mercurial, Jenkins

Game engines: Unity, Unreal Engine

IDE: Visual Studio, Servoy, Eclipse, CLion

Human languages: English, French, Hindi, Kannada

ENTREPRENEURSHIP

Co-founder

May 2016- Present

Convolution Interactive – Montreal, Canada

- Fostered a partnership with the well-established Kapuchin studios, Bangalore, KA, India.
- Currently developing a new piece of intellectual property for the gaming market using C# and Unity.
- Modeling, texturing and animating assets in house using Autodesk Maya and Blender.

ENGINEERING EXPERIENCES

Undergraduate Research Intern

May 2018–Sept 2018

McGill Graphics and Imaging Lab – Montreal, Canada

- Developed a precomputed physically based real-time rendering scene using Three.js and WebGL.
- Designed and implemented custom shaders from scratch for reflective and refractive surfaces using GLSL.
- Implemented a variety of lighting and texturing techniques in order to recreate specific effects.
- Scripted the camera navigation used to move through the scene.

Development Intern

Jan 2017-Sept 2017

Jonar Systems Inc. – Montreal, Canada

- Implemented a wide variety of internal features for a new Enterprise Resource Planning (ERP) system using JavaScript and SQL.
- Collaborated with teammates across various departments in order to ensure the smooth and successful deployment of new features and fixes to the ERP system.
- Contributed with significant input towards UI/UX optimization decisions.
- Actively participated in the integration of the ERP system with other e-commerce platforms.
- Scrum Master in an Agile/Scrum and Kanban development workflow in order to efficiently manage the overall development of the product.
- Successfully lead a team of 9 members through the implantation and transition of the software to a new development platform.

ENGINEERING PROJECTS

Recreated Space Invaders

Sept 2017 – Dec 2017

- Implemented the VGA video and game controller using an FPGA and VHDL.
- Successfully created test benches for all the controllers to validate requirements.

Created the altcoin Krown

Jan 2018 – May 2018

- Built from Litecoin's code base using C++ and a Linux environment