

RIKESH BRIAN SUBEDI

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OBJECTIVE

Through work, I aim to advocate for a more intuitive, less intrusive, and healthier use of technology in everyday life. I believe that software is too powerful of a tool to be handled carelessly, and that developing it requires holistic thinking about not only business but also society and culture. I am constantly learning – to be data-informed of what can be measured and culturally informed of what cannot. I draw on influences from outside of the industry, notably from travel, geography, music, broadcasting, and nature.

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY
Bachelor of Science in Computer Science

Atlanta, GA
Class of 2020

PROFESSIONAL EXPERIENCE

Software Engineer

San Mateo, CA

Roblox Corp., UI Systems and Accessibility Team

2020 – 2025

- Improved accessibility of Roblox App for between 20 and 40 million users by adding gamepad and keyboard navigation support to all core user flows on desktop and mobile.
- Owned Focus Navigation, our gamepad support library, and Otter, our animation library.
- Built Luau-based React component library, called Foundation, from scratch. Radix UI + Tailwind inspired.
- Helped engineer implementation of the company's first Design System, including Token pipeline.
- Mentored four seasons of interns and represented Roblox at recruiting events and career fairs.

Roblox Corp., App Foundation Team

- Increased new user retention by over 2% by helping to adapt Roblox mobile app to work cross-platform on PC and VR. Focused on app Home page and hover-based UX patterns for Tile and Navigation UX.
- Helped acquire ~800k DAUs by building all app home page UI when expanding to Xbox and Playstation.
- Built time spent session-tracking system in Roblox client that improved analytics accuracy by about 14%.

XR Developer Intern

Atlanta, GA

Chick-fil-A Corp., Technology Innovation Center

Spring 2019

- Explored applications of XR in food industry by prototyping AR apps and tools, including augmented office space, digital tours, and virtual training using the Magic Leap One, Unity, C#, Lumin SDK, and AWS.

Android Developer Intern

Atlanta, GA

VML Apps (formerly Wunderman Thompson)

Summer 2019

- Worked in Agile setting to build responsive, native UI for official NBA Android app using Java and Kotlin.

Undergraduate Research Assistant

Atlanta, GA

Georgia Tech GVU Center, Augmented Environments Lab

2018 – 2020

- Researched effect of augmented reality use in performing arts on audience engagement and empathy.
- Built iOS app and a digital set which reacted to actor & audience behavior using Unity, C#, and ARKit.

SKILLS & ACHIEVEMENTS

Programming Languages

Lua, Typescript, JavaScript, HTML, CSS, C#, C++, Java, XML, HLSL

Software, Libraries, and APIs

React, Jest, Tailwind, AWS, GraphQL, Unity 3D, Android SDK, ARCore, ARKit, Unreal Engine, Photoshop, GIMP, Audacity, Resonance Audio, Ableton 11

Languages

English (native), Spanish (conversational), Nepali (elementary)

OTHER EXPERIENCE

Independent Musician

San Francisco, CA

Band member, bass guitar, synthesizers, songwriting, paid gigs

2021 – 2025

Radio DJ, WREK 91.1 FM

Atlanta, GA

Part-time operator for music discovery programs, training junior operators, maintaining broadcast equipment

2016 – 2020

Volunteer, Shenandoah Valley Discovery Museum

Winchester, VA

Children's science exhibits, technology + environmental workshops, and fundraising assistance

2015 – 2016

PERSONAL SOFTWARE PROJECTS

Name	Context	Details
UrbaNav	<i>HoloHack</i>	HoloLens AR app projecting a walkable, interactive Atlanta city map for users, built using Unity, C#, Blender, and OpenStreetMaps.
Student Debt Simulator 2100	<i>VGDev</i>	Retro stealth game built with Unreal Engine 4, C++, and Blender. Inspired by Metal Gear Solid for the original PlayStation, with low-res graphics and stealth-based gameplay.
StitchNG	<i>Personal Project</i>	Desktop app built with C++ that generates fantasy character names based on popular syllable combinations in 7 languages.