Lara Floegel-Shetty
Computer Science B.S

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📍 Los Angeles, CA

ABOUT

Aspiring Computer Graphics software engineer interested in the intersection of technology, art, and innovation. Creative, curious, and driven, I seek to bridge the real and visual worlds.

EDUCATION

Universty of California, Santa Barbara   Sept 2017 - June 2021
Computer Science B.S., College of Creative Studies
- Scholarships: Regents Scholar

Ryman Arts   2015 - 2017
Studio Arts Program
- Scholarships: Full Ride Scholarship

EXPERIENCE

Disney Environment Software Intern   On hold - Covid 19
Walt Disney Animation Studios
- implementing tools for procedural geometry, environments, and look development.
- redesigning and unifying of various in-house instancing systems
- offer has been put on hold due to Covid-19 restrictions

Computer Graphics Research Assistant   Sept 2020 - Ongoing
UCSB Mirage Lab
- researching and implementing optimized renderings under renowned CG researcher Lingqi Yan

Software Developer   2018 - 2020
UCSB Gevirtz Graduate School of Education
- lead developer in building the backend infrastructure of a program in Unity3D to progress literary skills in young children
- Developed the graphical user interfaces, modeled 3D components using Maya

Software Developer Intern   June 2019 - August 2020
Stevens Neuroimaging and Informatics Institute
- Built a 3D graphical app demonstrating the mathematical foundations of MRIs
- Rendered MRI data into interactable 3D visualizations (offline)

Virtual Reality Research Assistant   2017 - 2018
UCSB Gevirtz Graduate School of Education
- Co-developed backend and frontend infrastructure of a Scratch inspired game in SteamVR to promote programming skills in young children
- Refined and optimized the UI/UX to be more suitable for targeted audience

Programming Languages

C/C++	Expert
Python	Expert
C#	Proficient
HTML/CSS	Proficient
Java	Comfortable
Javascript	Comfortable

Skills

Maya
Blender
Unity3D
Git/Github
OpenGL
Photoshop
GDB
Chai3D
Android Studio
Adobe XD

Languages

English	Native
German	Proficient
Spanish	Conversationa

PROJECTS

Literacy VR   C#, Unity3D, Maya
- VR software program developed for children with difficulties in reading and writing in a traditional classroom environment

Operating Systems - KOS   C, DEC MIPS R3000 Simulator
- Built an operating system implementing basic Linux system calls, concurrent execution, multiprocess memory management

Mind of MRI   C#, Python
- Visualization of higher level mathematical principles of MRI to ease learning in graduate education

Bloackbased Coding   C#, Unity3D
- VR software program inspired by Scratch blockbased coding to provide an environment responsive to the user's program