Lara Floegel-Shetty
M.S. in CS

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📍 Los Angeles, CA

ABOUT

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

EDUCATION

University of California, Santa Barbara   Sept 2021 - June 2023
Computer Science M.S., College of Engineering

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

EXPERIENCE

Disney Environment & EFXs Software Engineer Intern June 2021 - Sept 2021
Covid Deferred from Summer 2020
Walt Disney Animation Studios

- implemented tools for procedural geometry, environments, and look development, redesigning and unifying of various in-house instancing systems, working with procedural systems (i.e. CG primitives, instancing techniques, particle systems)

Software Developer   Dec 2018 - May 2020
UCSB Gevirtz Graduate School of Education
- developer in building the backend infrastructure of a program in Unity3D to progress literary skills in young children
- Modeled in game graphics and user interface

Software Developer Intern   June 2019 - August 2019
Stevens Neuroimaging and Informatics Institute
- Built a 3D graphical app demonstrating the mathematical foundations of MRIs
- transformed MRI data into 3D visualizations through offline rendering

Virtual Reality Research Assistant   Dec 2017 - Dec 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
- revamped UI and UX to be intuitive for intended users

Programming Languages

C/C++	9/10
Python	9/10
MATLAB	8/10
HTML/CSS	8/10
C#	8/10
Ruby	8/10
Java	7/10
Javascript	6/10

Skills

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

Languages

English	Native
German	Proficient
Spanish	Conversational

RELEVANT COURSEWORK

CS
- Offline Rendering
- Operation Systems
- Compiler Systems
- Computer Vision
- Computer Graphics
- Human Computer Interaction
- Android App Development
- Haptic Engineering
- Computer Architecture
- Computational Science
- Game Development and Design
- Machine Learning
- Formal Languages and Automata
- Data Structures and Algorithms
- Algorithmic Data Visualization
- Matrix Analysis and Computation
- Computational Geometry
- Scalable Internet Services

Math
- Differential Calculus
- Integral Calculus
- Vector Calculus
- Linear Algebra
- Differential Equations
- Probability and Statistics
- Physics: classic mechanics