

Lara Floegel-Shetty

Computer Graphics Engineer



(310) 623 - 0405



lfloegel.shetty@gmail.com



[linkedin profile](#)



Los Angeles, CA



US Citizen

ABOUT

A computer graphics engineer interested in the intersection of technology, art and innovation. Creative, curious and driven, I seek full time opportunities that will allow me to develop and apply my rendering and computer graphics abilities to advance computational creativity for real world products.

EDUCATION

University of California, Santa Barbara

Computer Science M.S., College of Engineering

- GPA: 4.0

Sept 2021 - June 2023

University of California, Santa Barbara

Computer Science B.S., College of Creative Studies

- Scholarship: Regents Scholar

Sept 2017 - June 2021

EXPERIENCE

Real Time Rendering Graduate Research Assistant

Dec 2022 - Present

UCSB The Mirage Lab

- Researching and developing innovative methods for the improved physically based real time rendering of complex appearances

Computer Graphics Teaching Assistant

Sept 2022 - Dec 2022

UCSB College of Engineering

- Served as a resource for students and facilitated their learning of the foundations of Computer Graphics and the development of 2D and 3D graphics programs

Game Engine Render Core Programming Intern

June 2022 - Sept 2022

Insomniac Games

- Designed, developed and optimized game engine technology based on direction and feedback from team lead and feature requests
- Updated existing systems for increased functionality and render performance

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)

Virtual Reality and Game Software Developer

Dec 2018 - May 2020

UCSB Gevirtz Graduate School of Education

- Lead developer in building the backend infrastructure and game logic of a VR program in Unity3D to progress literacy skills in young children with learning difficulties
- Modeled in game graphics and user interface
- Worked alongside the research team in designing the framework of the game

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 data visualizations with offline rendering

Virtual Reality Research Assistant

Dec 2017 - Dec 2018

UCSB Gevirtz Graduate School of Education

- Co-developed the 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++
Python
MATLAB
HTML/CSS
C#
Java
Javascript

Skills

GLSL/HLSL	GDB
OpenGL	Chai3D
DirectX	Android Studio
Maya	CMake
Blender	Docker
RenderDoc	Pixar's USD
Unity3D	
Git/Github	

Languages

English	Native
German	Proficient
Spanish	Conversational

GitHub

- github.com/lfloegel

Website

- lfloegel.github.io