

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

University of California, Santa Barbara

Computer Science B.S., College of Creative Studies

- Scholarships: Regents Scholar

Ryman Arts

Studio Arts Program

- Scholarships: Full Ride Scholarship

Sept 2017 - June 2021

2015 - 2017

Programming Languages

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

EXPERIENCE

Disney Environment Software Engineer Intern

Walt Disney Animation Studios

- overview: implementing 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)

June 2021 - Sept 2021

Computer Graphics Research Intern

UCSB Mirage Lab

- researching and implementing optimized renderings of photo realistic graphics at real world complexity

Oct 2020 - Ongoing

Software Developer

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

2018 - 2020

Software Developer Intern

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

June 2019 - August 2020

Virtual Reality Research Assistant

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

2017 - 2018

Skills

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

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

Math

- Differential Calculus
- Integral Calculus
- Vector Calculus
- Linear Algebra
- Differential Equations
- Probability and Statistics

Physics

- Physics I
 - classical mechanics
- Physics II
 - rotational dynamics, thermodynamics
- Physics III
 - waves, circuits