Lara Floegel-Shetty

Computer Science B.S

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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 — **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
- overview: implementing tools for procedural geometry, environments, and look development, redesigning and unifying of various in-house instancing systems
- in lull of internship: self-taught Maya modeling, OpenGL, CMake, and USD, and CG related procedural systems (i.e. CG primitives, instancing techniques, particle systems).

Computer Graphics Research Intern — **Sept 2020 - Ongoing**
UCSB Mirage Lab
- researching and implementing optimized renderings of photo realistic graphics at real world complexity 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
- Modeled in game graphics and user interface

Software Developer Intern — **June 2019 - August 2020**
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 — **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
- 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#	7/10
Java	7/10
Javascript	6/10

Skills

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

Languages

English	Native
German	Proficient
Spanish	Conversational

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, Unity3D
- Visualization of higher level mathematical principles of MRI to ease learning in graduate education

Computer Graphics C++
- CG programs implementing ray tracing, bezier curves, animation, shading, rasterization, and texture mapping