

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
C#	8/10
HTML/CSS	8/10
Java	7/10
Javascript	6/10

EXPERIENCE

Disney Environment Software Intern

Walt Disney Animation Studios

On hold - Covid 19

- 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

UCSB Mirage Lab

Sept 2020 - Ongoing

- researching and implementing optimized renderings of photo realistic graphics at real world complexity under renowned CG researcher Lingqi Yan

Software Developer

UCSB Gevirtz Graduate School of Education

2018 - 2020

- 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

Stevens Neuroimaging and Informatics Institute

June 2019 - August

2020

- Built a 3D graphical app demonstrating the mathematical foundations of MRIs
- transformed MRI data into 3D visualizations through offline rendering

Virtual Reality Research Assistant

UCSB Gevirtz Graduate School of Education

2017 - 2018

- 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

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