

Ricky Mandloi

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I am a first-class honors Computer Science (with game engineering) graduate from Newcastle University. I am driven, dedicated, friendly and willing to learn and adapt to any environment. I have strong programming skills with Java and Python, with a particular interest in backend development. I have expanded my experience by taking part in various hackathons and personal projects. I am passionate about creating and sharing virtual creative and interactive experiences.

Proficiencies

- Confident in **Java, Python, Flutter(dart)**.
- Experienced with version control using **Git**
- Confident in **Cinema4D, octane & redshift renderer**
- Experienced in Houdini, Marvelous Designer, and touch designer
- Experienced with C, C#, C++ and VEX
- Experienced in Houdini, Marvelous Designer, and touchdesigner
- Experienced with game engines (**Unreal & Unity**)

Qualifications

2018 – 2021	BSc Computer Science with Game Engineering at Newcastle University, United Kingdom – 1st class Hons. <ul style="list-style-type: none">• Modules in Java Programming, software engineering (including Git), front-end-web, databases, and networking.• Third year modules including game development, game simulations, graphics, Programming for games, cryptography, with two additional modules in film studies and market research.• Dissertation project on creating a procedural 3D modelling system for organic forms using VEX.• Self-taught usage of Python and Flutter(dart) throughout my studies.
2017	Secondary education at Kendriya Vidyalaya, Bhopal, Madhya Pradesh, India CBSE: Physics-85%, Chemistry-91%, Mathematics-80%, IT-93%, English-75%

Experience

May 2018 – current	Freelance digital artist Creates animations and visuals for Music labels, commissions, and events based on digital technology and online culture.
Sept 2020 - Dec 2020	Peer Mentor for a group of first year students <ul style="list-style-type: none">• Providing support and guidance to new computer science students on both the course and normal student life.• Organising regular meetings to provide any specific advice distributed by the university.
Sept 2019 – June 2020	Reslife Student Assistant at Newcastle University Based in a university owned accommodation helping new students settle in, assisting them with any problems they might encounter, and organizing events for them to socialize and be part of the community.

Oct 2019 – May 2020	Programming Team Lead (Flutter app) for INTO Newcastle University <ul style="list-style-type: none"> • Lead a team of 8 software developers programming an app for international students arriving at Newcastle University to help with orientation. • Responsible for conducting weekly meetings, delegating tasks, presenting and executing ideas, whilst keeping motivation within the team. • Changed general focus to accommodate for COVID circumstances, allowing to deliver same quality of work.
Nov 2019	DurHack 2019 hackathon <ul style="list-style-type: none"> • Pitched an app designed to assist family members/carers keep up to date with their dependents • Working as a team and communicating ideas. • Presenting our ideas as a product pitch to a panel of judges.
Sept 2019	Volunteered as part of the Newcastle University “Fresher’s Crew” assisting freshers moving in, and taking them to events around the city
Sept 2019	Rocket Hack 2019 hackathon <ul style="list-style-type: none"> • Pitched an app to help people with disabilities access public transport across UK.
June 2019	Facebook London Hackathon – An in-person CTF event <ul style="list-style-type: none"> • Communicating within a team to each decide on which task each member should solve that best matched their skillset.

Personal Projects

July 2021 – current	Weekly educational art live streams <ul style="list-style-type: none"> • Creating new 3D and generative artworks live weekly • Sharing tips and workflow
Jan 2022	Virtual live interactive and audio reactive art show
June 2021	Unreal engine plugin development Extended dissertation project by creating a procedural modelling game engine plugin.
Jan 2019 – Apr 2019	Daily art project Creating one 3D artwork from scratch to finish every day, learning new techniques and developing own workflow.

Languages: English (fluent), Hindi (native)