



Rajin Shankar

Software Engineer, Game Developer

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Professional Experience

Technical Art Consultant

Unannounced Project (October 2018)

- + Contracted to provide consultation on art direction and graphics implementation by an independent studio client (Unity)

Game Programmer / Designer

Unannounced Project (May - August 2018)

- + Developed a mobile AR game prototype for an independent studio client
- + Rapidly iterated on design & implementation based on player and client feedback
- + Designed and produced modular, extensible game code and editor tools (Unity, C#)

Game Developer / Designer

Slug Slasher (2017 – present)

*slugslasher.com
expected release: 2019*

- + Created all game code, visuals, sound effects, editor tools, and documentation
- + Produced marketing materials for print and web
- + Managed team operations and coordination with independent contractor for music

Web & Digital Design Specialist

IU Jacobs School of Music (2016 – 2017)

- + Managed web content and graphics through a variety of distribution frameworks
- + Authored templates and tools for team members to create HTML emails

Education

Bachelor of Science in Computer Science

Indiana University

expected graduation: 2020

- + Software systems (Python, Java, C)
- + Graphics programming (OpenGL)
- + Technical game art (materials, rigging, VFX)
- + Data structures, artificial intelligence, embedded systems, theory of interpreted languages

Skills & Expertise

Programming / Software Engineering

- + C#, C / C++, GLSL / Cg, Python, Java, Racket
- + Game engine implementation, scripting

Game Engines

- + Unity (C#, 2D / 3D shaders and VFX, animation)
- + Unreal Engine 4 (blueprint, materials)
- + Godot (GD Script, shaders)

Digital Content Creation

- + Substance Designer, Maya, Houdini, Photoshop, Illustrator, Audition, HTML/CSS

Personal / Volunteer Experience

Gamedev@IU – Founder, Vice President

gdiu.org

(May 2017 – present)

- + Led restructuring of a student-run organization based on analysis of operations and leadership
- + Managed an 18-person leadership team

Unity Framework Modules

github.com/rajin-s/UModule

(October 2018 – present)

- + Developed a set of open-source modules to provide extended behavior and frameworks for various types of game systems in Unity

Independent Game Development

rajinshankar.com

(2015 – present)

- + Participated in local and international game jams (Ludum Dare, Global Game Jam), consistently receiving highly positive reviews and ratings

Honors & Awards

- + Unity & GDC Student Scholarship (2018)
- + School of Informatics, Computing, & Engineering Dean's List (2016 – present)