



Rajin Shankar

Software Engineer, Game Developer

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Professional Experience

Game Developer, Independent (2017 – present)

- Designed, developed, and released small games including solo and team projects ([Pet Putt](#), [Slug Slasher](#), [Hyperspace Drifter](#))
- Coordinated small team projects with local and remote members
- Presented at local events and conventions with 20,000+ attendees

Game Programmer / Designer, Contract (5 months, 2018)

Diorama Detective (Studio Cypher, August 2019)

- Developed a mobile AR game prototype using Unity
- Rapidly iterated on game and UX design based on player and client feedback with a 3-person team
- Wrote modular, extensible editor tools and game code (Unity, C#)

Technical Art Consultant, Contract (3 months, 2018)

Unannounced Project

- Assisted with implementation of a distinctive visual style using the Unity engine for an independent studio client
- Produced prototype editor tools, animation systems and art assets

Web & Digital Design Specialist (2016 – 17)

IU Jacobs School of Music

- Managed web content with various content management systems
- Made tools for team members to create weekly HTML newsletters

Personal / Volunteer Experience

Gamedev@IU – gdiu.org

Founder, Vice President of Programs (2017 - 2019)

- Led establishment of a student-run game development organization, authoring initial documents concerning structure and branding
- Coordinated a 20-person leadership team
- Organized dozens of events including guest speakers, game jams, showcases, and workshops

Unity Framework Modules – github.com/rajin-s/UModule

(2018 - present)

- Developed open-source modules to provide various extensible APIs and fundamental game systems in the Unity engine
- Managed project documentation including generating online wikis

Game Development – rajinshankar.com

(2015 - present)

- Developed dozens of small demos and prototypes of game mechanics, visual styles, & behavior systems
- Participated in international and local game jams (Ludum Dare, Global Game Jam)

Relevant Skills

Software Engineering

- C / C++, C#, Rust, Python
- Graphics systems (Vulkan, OpenGL)
- Rendering (GLSL, HLSL)

Computer Science

- Linear algebra and discrete math
- Algorithm and data structure analysis
- Implementation of interpreters, compilers, and runtime systems (Scheme, Rust, C)

Game Engines

- Unity (C#, HLSL)
- Godot (C++, GDScript, GLSL)
- Unreal Engine 4 (C++, Materials)

Digital Content Creation

- Substance Designer, Blender, Maya, Houdini, Adobe Creative Suite

Relevant Independent Projects

- GUI tools for GPU-accelerated authoring of layered 3D noise volumes
- Data-Oriented C++ ECS architecture and Vulkan renderer
- Stylized real-time raytracing in Godot
- Display driver and software renderer written in C for a highly constrained embedded systems device

Education

B.S. Highest Distinction, Computer Science

Indiana University (08/2016 – 12/2019)

Honors & Awards

- Glitch Powerleveling Program (2020 GDC Scholarship)
- IU Game Design Level Up Award (2019 GDC Scholarship)
- Unity Student Scholarship (2018 GDC Scholarship)
- Best Aesthetics ([Pet Putt](#)) 2019 Indy PopCon Secret Awards
- Founders Scholar Indiana University (2017 – 2019)