



# 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)