

Ria Chockalingam

Designbyria.com

Email: ria.chockalingam@gmail.com

[LinkedIn](#)

[GitHub](#)

[Sketchfab](#)

Objective

Fourth-year Computer Science student with proven skills in programming & design. Three years of web development experience coupled with six years of professional experience in 3D design. Proficient in JavaScript, C/C++, Python. Graduating in June 2025 and seeking a role in development or design.

Experience

3D Scriptor and Python Developer | [Motif](#)

DEC 2023 - PRESENT, SAN FRANCISCO

VRAY, PYTHON, REVIT API, DYNAMO, C#, PYREVIT, ENSCAPE

- Automating 3D workflows and developing 3D tools for Motif, an AEC startup modernizing architectural software that has raised \$46 million in funding.
- Developing Python and C# scripts with Revit API to implement custom tools in 3D softwares and generate synthetic data.
- Specializing in developing custom Revit, V-Ray Standalone, Enscape, and PyRevit tools.

Design Director | [CruzHacks](#)

AUG 2023 - FEB 2024, SANTA CRUZ

FIGMA, PHOTOSHOP, ILLUSTRATOR

- Spearheading all design facets at CruzHacks, UCSC's premier annual hackathon.
- Crafting the event's website, mobile layout, merchandise, and signage via Figma, designed for over 400 attendees.
- Lead the rebranding initiative, revitalizing CruzHacks' visual identity through a comprehensive style guide and conducting user research.
- Organizing bi-weekly meetings composed of a team of designers and engineers.

Lead Web Developer | [SpaceCowboy Inc.](#)

JUN 2023 - SEP 2023, SAN DIEGO

REACT THREE FIBER, THREEJS, JAVASCRIPT, BLENDER

- Designed and developed the 3D website Spcwby.com.
- Created with Three.js, React Three Fiber, WebGL.
- Translated 3D models from Blender into the web environment, ensuring optimal performance and visual fidelity across various devices.
- Implemented advanced shaders, post-processing filters, and efficient asset loaders to create a high-performance 3D web experience.

3D Scripting Intern | [CyArk](#)

MAY 2023 - AUG 2023, SAN DIEGO

BATCH, BASH, PYTHON, POWERSHELL

- Developed automated scripts streamlining large-scale 3D LiDAR dataset processing in RealityCapture software, accelerating critical stages of development.
- Created simplification scripts: programmatically simplifying models based on user-defined triangle counts and leveraging PowerShell to overcome Batch's 32-bit limitations.
- Tested scripts in an automated environment, running over an AWS EC2 Instance.

Front-end Developer | [Streetline Inc.](#)

JUL 2022 - MAR 2023, SANTA CRUZ

PHOTOSHOP, FIGMA, REACT, HTML/CSS, JAVASCRIPT, PYTHON

- Rebranded Streetline Inc. to align with the companies restructuring.
- Communicating design ideas using user flows and site maps with Figma.
- Using React, Node.js, HTML/CSS, and JavaScript to build responsive UI.
- Enabling compatibility on mobile devices and improving accessibility options.
- Improving backend architecture with Python.

Education

UC Santa Cruz | **Computer Science B.S.**

Design Director @ CruzHacks

UI/UX Developer @ Tech4Good Research Lab

SEP 2021 - JUN 2025

GPA 3.80/4.00

Courses

CSE 13S: Computer Sys & C Programming
C programming, Algorithm design,

CSE 101: Data Structures & Algorithms

CSE 102: Analysis of Algorithms

CSE 111: Advanced Programming

CSE 115a: Software Engineering

CSE 130: Principles of Computer Sys Design
Synchronization, client-server, layering, networking, concurrency

CSE 160: Intro to Computer Graphics
Shading, rendering, WebGL

CSE 180: Database Systems

Skills

Tools: Photoshop, Premiere, After Effects, 3ds Max, Blender, Unity, Substance 3D, Figma, Cinema4D, Revit, AutoCAD

Programming: Python, Java, C/C++, JavaScript, React, Node, React Native, Bash/Batch, Three.js, R3F, Firebase

Projects

UI/UX Developer | Tech4Good Lab

MAR 2023 - JUN 2023, SANTA CRUZ

- Developed responsive websites with HTML/CSS, React, TypeScript.
- Created media queries, accessible features, and modular components.

React Native iOS App | CSE 115A

JAN 2025 - MAR 2025, SANTA CRUZ

- Full-stack developer for the app Locale, a location-based social media platform.
- Integrated Firebase, Firestore, and Google Maps API for geolocation.
- Optimized data fetching, integrated push notifications and cloud storage.

Unity Oculus Game | High School Project

OCT 2017 - JAN 2018, SAN DIEGO

- Developed a solo VR game with Unity/C#.
- Applied advanced rigging techniques to animate hundreds of moving parts.
- Deployed Unity build to Oculus Go/Rift.
- Created custom shaders and VR controls.