

# Ria Chockalingam

**Designbyria.com** ❖ ria.chockalingam@gmail.com ❖ San Jose, CA, USA

Computer Science graduate with 7+ years of professional experience in development and design.

## WORK EXPERIENCE

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**Software Engineer** | Motif

**Dec 2023 – Present**

*Santa Cruz, CA*

- Automating 3D workflows and developing scalable 3D data tools to generate high-quality synthetic data for Motif, an AEC startup revolutionizing architectural software that has raised \$46 million in funding.
- Designing and implementing scalable backend scripts using Python, C++, and C# with the Revit API, streamlining data generation and tool automation in Revit, V-Ray Standalone, Enscape, and PyRevit.
- Optimizing API performance and testing on AWS EC2 to significantly reduce rendering times.

**Design Director** | CruzHacks

**Aug 2023 – Feb 2024**

*Santa Cruz, CA*

- Spearheaded all design and front-end facets at CruzHacks, UC Santa Cruz's premier annual hackathon.
- Secured \$50,000 in funding for nearly 800 applicants by crafting the event's UI/UX for the website, merchandise, and signage via Figma. The redesign can be found at <https://2024.cruzhacks.com/>.
- Led the rebranding initiative, revitalizing CruzHacks' design by conducting user research, managing bi-weekly meetings with a team of engineers, and following principles of rapid prototyping and iteration.

**Front-end Developer** | Streetline Inc

**Jul 2022 – May 2023**

*Santa Cruz, CA*

- Engineered responsive, accessible web interfaces with React, HTML/CSS, and JavaScript, and built a scalable component library to streamline development across projects.
- Designed high-fidelity UI/UX flows in Figma and translated them into cross-platform front-end interfaces.
- Increasing engagement by 89% through mobile-first design strategies and WCAG compliant practices.

## PROJECTS

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**3D React Three Fiber Website** | SpaceCowboy Inc.

**May 2023 – Oct 2023**

- Developed and designed the 3D website <https://spcwby.com/> with Three.js, React Three Fiber.
- Implemented advanced shaders, post-processing, and translated 3D models from Blender into a web environment.

**Locale React Native iOS Application** | Software Engineering Course

**Jan 2025 – Mar 2025**

- Developed a full-stack iOS app with authentication, geolocation, and Firebase, following Agile methodology.

**Front-end Developer** | Tech4Good Lab

**Apr 2023 – Jun 2023**

- Built responsive and accessible UIs for the ExploreCareers web app using Angular, TypeScript, and SCSS.
- Developed custom media queries and embraced user research feedback to guide iterative design improvements.

## EDUCATION

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**University of California, Santa Cruz**

**Sep 2021 - Jun 2025**

*Computer Science B.S*

*Santa Cruz, CA*

- 3.8/4.0 GPA | Study Abroad at the University of Melbourne | Dean's List 3x | Society of Women Engineers
- **Coursework:** Computer Graphics, Machine Learning, Data Structures, Analysis of Algorithms, C Programming, Principles of Computer Systems Design, Software Engineering, Database Systems, Computer Systems, Web Applications

## SKILLS

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**Development:** Python, C/C++, C#, JavaScript, TypeScript, React, React Native, Vite, Angular, Node.js, Git, HTML/CSS, Bash, Batch, Three.js, WebGL, SQL, SQLite, Firebase, MongoDB, iOS/Web Development, Full-stack, Agile

**Design:** Figma, A/B testing, Blender, 3DS Max, Maya, Unity3D, Photoshop, Illustrator, XD