

# Ria Chockalingam

[Designbyria.com](https://Designbyria.com)

Email: [ria.chockalingam@gmail.com](mailto: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: Intro to Analysis of Algorithms**

**CSE 111: Advanced Programming**

**CSE 115a: Intro to 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++, HTML/CSS, JavaScript, React, Node.js, Bash/Batch, Three.js, TypeScript

## 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.

### 3D Room Designer | CSE 160

APR 2024 - JUN 2024, SANTA CRUZ

- 3D Interior design web program made with Three.js.
- Voted "Best Final Project" out of 300 projects.
- Imported custom-made 3D models, textures, and animations

### 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 and presented to a class of 50 students.