RICKY RAJANI

SOFTWARE ENGINEER | ARTIST

GET TO KNOW ME

I am an artist in both the traditional and non-traditional sense. As a software engineer, I enjoy creating art and building out unique experiences in Virtual Reality. As a traditional artist, I work with 2D and 3D mediums to create whimsical, mixed medium pieces.

SPECIALIZATIONS

- CPU and GPU programming
- Unreal and Unity Game Engines
- C++, OpenGL, WebGL, DirectX11
- Adobe Photoshop
- Oil paint/pastels, chalk pastels, watercolors, clay, photography

WORK EXPERIENCE

Oculus VR | Facebook

GRAPHICS SOFTWARE ENGINEER
AUGUST 2018 TO PRESENT

I am on the Oculus Cornerstone team building out the Home experience in Virtual Reality. We use Unreal Engine and DirectX11 technologies.

GenHERation, Female Empowerment

INTERN
OCTOBER 2014 TO 2017

I wrote human interest pieces that featured inspirational stories of women leaders in tech from across the country

ACADEMIC HISTORY

University of Pennsylvania

BACHELOR OF SCIENCE IN ENGINEERING
DIGITAL MEDIA DESIGN

An interdisciplinary major in the School of Engineering and Applied Science that combines computer graphics, art and communications. I completed this degree along with a minor in Fine Arts from Penn's School of Design

Relevant Coursework: Data Structures and Algorithms, Computer Graphics Techniques I and II, GPU Programming, Computer Animation, Discrete Mathematics, 3D Modeling.

GET IN TOUCH WITH ME

469.226.1562
RickyS.Rajani@gmail.com
RickyrRjani.com

INTERESTS

Computer Graphics | Art | Travel | Dance | Political Podcasts