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, Vulkan
- Adobe Photoshop
- Oil paint/pastels, chalk pastels, watercolors, clay, photography

WORK EXPERIENCE

Oculus VR | Facebook

GRAPHICS SOFTWARE ENGINEER
AUGUST 2018 TO PRESENT

I was on the Oculus Home team building out the 3D home experience in Virtual Reality. We used Unreal Engine and DirectX11 technologies.

I am currently on the Oculus Guardian team working on mixed reality use cases, including improving safety in Virtual Reality. We use C++, DirectX11 and Android technologies.

GenHERation, Female Empowerment

COLUMNIST AND MENTOR
OCTOBER 2014 TO PRESENT

I wrote human interest pieces that featured inspirational stories of women leaders in tech from across the country. I am currently a mentor to girls part of the network.

Tumblr | Yahoo

SOFTWARE ENGINEER INTERN
JUNE TO AUGUST 2016

ACADEMIC HISTORY

University of Pennsylvania

BACHELOR OF SCIENCE IN ENGINEERING
DIGITAL MEDIA DESIGN, COMPUTER GRAPHICS

An interdisciplinary major in the School of Engineering and Applied Science that combines computer graphics, fine arts 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.

INTERESTS

Computer Graphics | Art | Travel | Dance | Political Podcasts

GET IN TOUCH WITH ME

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