

# 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 3D spaces. As a traditional artist, I work with 2D and 3D mediums to create whimsical, mixed medium pieces.

## SPECIALIZATIONS

- Computer Graphics
- Unreal and Unity Game Engines
- C++, OpenGL, WebGL, Java, Adobe Photoshop
- Oil paint/pastels, watercolors, clay, photography, 3D modeling

## WORK EXPERIENCE

### Oculus VR | Facebook

SOFTWARE ENGINEER  
JUNE 2017 TO PRESENT

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

On the Oculus Guardian team I worked on mixed reality use cases, including improving safety in Virtual Reality. We used C++, OpenGL and Android technologies.

## 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, computer science, and fine arts. I completed this degree along with a minor in Fine Arts from Penn's School of Design

## VOLUNTEER

### GenHERation, Female Empowerment Network

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 and participate on panels for women in tech.

### Juice Technologies

GRAPHICS ENGINEER  
APRIL TO AUGUST 2021

Juice Technologies provides drop-in software to share GPU resources amongst client applications.

## INTERESTS

Art | Human Centered Design | Travel | Dance

## GET IN TOUCH WITH ME

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