

# Shrinath Rao

*Outgoing, passionate, and hardworking engineer and designer looking for a career in creative programming*

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## EDUCATION

### University of Texas at Dallas — BS in Computer Science

December 2019

### University of Texas at Dallas — BA in Arts and Technology

December 2019

## EXPERIENCE

### Cadence, Austin, TX — Intern

June-Sep 2020

- Expanded skills related to CI and testing
- Setup and maintained Buildbot for daily DFT testing
- Used Python/asyncio, and Perl to interface with a farm to decrease DFT testing time
- Acquired solid experience with RHEL and Linux tools
- Worked in large legacy C++ codebase
- Gained exposure to multithreaded programming

### Axxess, Richardson, TX — Intern

Aug-Dec 2019

- Developed skills in CQRS pattern, RESTful APIs and development tools like Entity Framework and Linq in C#
- Led team in communication, planning sprints, and validating completed tasks
- Owned delivery and integration of the team's API used in the Axxess stack

### Uhnder Inc, Austin, TX — Intern

Apr-July 2017

- Responsible for chip testing and assisted in chip bring up, validation and characterization of new silicon
- Setup SQLite database for chip characterization and QA, and integrated it into chip testing procedures
- Supported engineering team to build a farm for remote developer access, and interfaced to Jenkins for CI testing
- Implemented API for use with thermostream to run temperature and voltage tests, and created plots for analysis
- Hands on experience with soldering and other lab work

## SKILLS

- C++/C, C#, Java, Python, Perl
- HTML, CSS, JavaScript
- Unity
- Unreal Engine 4
- GameMaker
- Unix + Developer tools
- Maya and Blender
- Photoshop, After Effects, Premiere

## RECENT PROJECTS

- Third Person Multiplayer Shooter in Unity using C# and PhotonPUN2
- Unity C# platformer using LWRP and FFXIV's Ninja Mechanics
- Recreation of FFXV Warpstrike in UE4 (C++)

## RELEVANT CLASSES

- Game Design I & II
- Scripting for Games
- C++ in Unix
- Level Design

## INTERESTS

- Japanese Language
- Video Games
- Prototyping games
- Tennis
- Guitar and Music

