

# Shrinath Rao

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

**Website:** <https://shrinathrao97.github.io>

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## EDUCATION

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

August 2015 - December 2019

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

August 2015 - December 2019

## EXPERIENCE

### Axxess, Richardson, TX — Intern

Winter 2019

- Responsible for delivery and integration of the team's API used in the Axxess stack
- Gained experience with CQRS pattern, RESTful APIs and development tools like Entity Framework and Linq

### Uhnder Inc, Austin, TX — Intern

Summer 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
- Hands on experience with soldering and other lab work
- Helped build a farm for remote developer access, and interfaced to Jenkins for continuous integration testing
- Implemented API for use with thermostream to run temperature and voltage tests, and created plots for analysis

### Student Game Developer Alliance — Technical Officer

Fall 2015 - Fall 2018

- IT lead- Revamped website, Linux admin and server maintenance
- Created voting app for website using PHP, Artisan and Laravel
- Organized and hosted technical talk sessions with students in alumni network and industry professionals
- Organized and participated in game jams

## SKILLS

- C++/C, C#, Java, Python
- HTML, CSS, JavaScript
- Unity
- Unreal Engine 4
- GameMaker
- Unix OS and 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 using C++

## RELEVANT CLASSES

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