

Shrinath Rao

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

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

1128 Almeria Bend
Leander, TX 78641
(512) 800-4741
shrinathrao97@gmail.com

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

Axxess, Richardson, TX — Intern

Aug-Dec 2019

- Developed skills in CQRS pattern, RESTful APIs and development tools like Entity Framework and Linq
- 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

Student Game Developer Alliance — Technical Officer

Fall 2015 - Fall 2018

- Led a team of 4 people to organize and manage IT for large events
- Revamped website, Linux admin and server maintenance
- Organized and hosted technical talk sessions with students in alumni network and industry professionals
- Created voting app for website using PHP, Artisan and Laravel
- Organized and took part in game jams

SKILLS

- C++/C, C#, Java, Python
- 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

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