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*
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