Sidharth Naik

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Experience

Technical Artist (freelance)| Moving Pieces IO   July 2019 — Dec 2019

- 3D: Modeled many of the outfits and props in Blender using the concept art and made prop animations in Houdini.
- Tools: Automated lightmap building and project packaging in UE4. This allowed us a much shorter iteration cycle.
- Optimization: Reduced CPU resource usage about 30% through extensive profiling and set per-device quality profiles to present the game with the best visual fidelity possible on each device while respecting gameplay.

VR Developer (freelance)| Yarwad MR   March 2019 — April 2019

- Made generic VR wave-shooter scene with functionality to pause and create a talk-show set in the scene.
- Networked VR multiplayer to allow guests on the show, using Normcore multiplayer API (closed alpha).
- Automated half of- and provided documentation for new scene setup process.

Wizards Chess VR   November 2017— July 2019

- Solo project I made to satisfy my dream of playing wizards chess and to learn game development.
- Created all 3D models, rigs, animations, lighting, environment, gameplay, UI, and VFX.
- Tools: Small workflow tools in Blender and Unity to greatly speed up development.
- Optimization: Used a variety of optimization techniques to achieve good performance on low end PC hardware in both VR and on real 2D screens

Community Involvement

Global Game Jam   Jan 2020

- Made *Sorry For The Inconvenience*. A 2-player game in which you compete or work together to help clear junk off the subway tracks while avoiding passing trains. Wrote gameplay and shader code, handled asset pipeline & project issues.

Sigma Pi Fraternity | Scholarship Chair   2016—2017

- Organized fraternity study materials, encouraged brothers to contribute new material. Increased textbooks and other study materials by ~30%.

All of Us | Head Of Campus Outreach   2014—2015

- Connected almost 100 student organizations on campus, resulting in the first ever on-campus coalition of mental health groups.
- Led presentations for these organizations, which inspired many students in these organizations to later become speakers at our first mental health conference at UCLA.

Shipped Titles

Dodo Peak (Apple Arcade)

Skills

- Performance Profiling & Optimization
- Pipeline Tools & Documentation
- Prototyping
- Shader Creation
- Prop, Environment Modeling
- Prop, Character Rigging & Animation

Tools

- Unity
- Unreal
- Instruments (iOS/Mac Profiling)
- Houdini
- Blender
- Photoshop
- Premiere Pro

Languages

- C#
- Python
- Blueprints(UE4)
- HLSL

Education

UCLA   June 2018

Bachelor of Arts in Sociology