Sidharth Naik

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Experience

Technical Artist (freelance)| Moving Pieces IO   July 2019 — Feb 2020

- 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 a VR wave-shooter in Unity with functions to pause and create a talk-show set in the scene.
- Built online VR multiplayer functionality to allow guests on the show, using Normcore multiplayer API (closed alpha).
- Provided documentation and automated half of 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 and Unity.
- 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

Super Social Distance Game Jam   May 2020

- Made Goodmorning VR, a visual homage to Rudy Francisco's *Goodmorning* poem.

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.

XR Game Jam   April 2019

- Made Prisoner's Dilemma VR, a prison break experience using DepthKit.

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 (HLSL/Node-based)
- Prop, Environment Modeling
- Prop, Character Rigging & Animation

Tools

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

Languages

- C#
- Python
- VEX

Education

UCLA   June 2018

Bachelor of Arts in Sociology