SAI RUTHVIK THANDAYAM

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Eligible to work in the US | Open to relocation | Santa Clara, CA, 95054

Education

University of California, Santa Cruz | Santa Cruz, CA *MARCH 2020*
MS (Professional) Games and Playable Media GPA: 3.97/4

Birla Institute of Technology and Science (BITS) | Pilani, India *May 2017*
BE (Honors) Electronics Engineering

Skills

Languages: C++, C#, C, Java, Python, HTML, CSS, JavaScript
Softwares: Unity3d, UE4, Photon, Android Studio, XCode, ARCore, ARKit, Vuforia, Unity Networking, Android, iOS
Tools: Oculus Rift, HTC Vive, Oculus Go, Arduino, Leap Motion

Professional Experience

Games for Love San Francisco Bay Area
Gameplay Programmer *MAY 2020 - Present*
- Prototyping gameplay mechanics and exploring creative ideas with an absolute focus on quality, player experience, performing load testing, writing unit tests and developing native Unity Plugins for the game
- Designing, developing and testing highly accessible gameplay features with other programmers, designers and artists
- Troubleshooting gameplay related issues throughout the team
- **Language: C#, Game Engine: Unity, Platform: Oculus Quest, Oculus Rift, HTC VIve**

University of California, Santa Cruz San Francisco Bay Area
Technical Director(Gameplay Programmer) *SEP 2019 - Present*
- **PROJECT: Truants(team of 4)** - A 2D narrative digital digital voyeur simulator puzzle game.
- Developed two fake OS emulations with apps like YeeMeow(email), videos/photos, browser, xploit(hacking tool), file browser and web apps like Visage(facebook), Bouquet(Instagram). Wrote unit tests, developed native Unity Plugins.
- **Language: C#, Game Engine: Unity**

Cognitive Neuroscience Lab BITS Pilani, India
Research Assistant (Augmented Reality, IoT, BCI) *MAY 2017 - FEB 2018*
- **PROJECT: Home Automation using BCI and AR(team of 3)**
- Developed an **augmented reality android app in Unity3d** that receives EEG signals and Implemented a wireless transmission(WiFi) of data from App to an **Arduino** connected to an appliance.
- **Language: C#**

Projects

VR Projects UCSC Grad Projects
- Developed **VR MiniGolf**, in a team of 2. Worked as a **Technical Director**, implemented networking using photon unity and added scoring and leaderboard mechanism. Also implemented multiplayer VR UI interaction. This game was developed for Oculus Go platform for Alcove VR Competition. Mar 2020 - May 2020
- Developed **Spellcasters VR**, in a team of 5. worked as a **Technical Director** on the adding of gestures using AirSig Gesture Recognition tool to cast different spells to either attack or defend. Mar 2019 - Present
- **Tools used:** C#, Unity3d, Oculus Rift, HTC Vive, Oculus Go

AR Multiplayer UCSC Grad Project
- A proof of concept of AR mulitplayer developed using Unity 3D(Unity Networking) and ARCore Cloud Anchor system..
- Implemented matchmaking, raycast physics, scoreboard etc. using Unity Networking and used google cloud to store and retrieve the point cloud data for AR system
- **Tools used:** C#, Unity, Unity Networking, ARCore

Multiplayer Ninja Race UCSC Grad Project
- Implemented the multiplayer using PUN services and developed the project in Unity
- Scripted the attack and movement of players, leader-board, start game and waiting room lobby matchmaking system and added sound for the project.
- **Tools used:** C#, Unity, PUN 2

Grandma's Last Hope GMTK Game Jam 2019(2-day)
- Concept inspired by Indiana Jones and the new F&F Movie(Hobbs and Shaw). Worked in a team of 2.
- Scripted the rope mechanics of Grandma, grandma's movements and physics with the environment, win/lose level states
- **Tools used:** C#, Unity

Position of Responsibility/Work Experience

- Graduate Teaching Assistant for Game Design Studio I(ARTG 170), II(ARTG 171), Walt Disney(THEA 80N), History of Digital Games(ARTG 80H) and Software Development of Portable devices course. Jan 2019 - Mar 2020