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: 3.94/4

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, Android Studio, XCode,Visual Studio, Adobe Photoshop, MATLAB,ARDUINO, Processing, ARCore, ARKit
Tools: Oculus Rift, HTC Vive, Arduino, Raspberry Pi, Google Cardboard, Leap Motion

Professional Experience

Cognitive Neuroscience Lab — BITS Pilani, India
Research Assistant (Augmented Reality, IoT, BCI) — *MAY 2017 - FEB 2018*

- **PROJECT:** Home Automation using BCI and AR
- 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#**

University of Rochester — Remote Work
Remote Intern (Augmented Reality) — *SEP 2017 - DEC 2017*

- **PROJECT:** Interaction with AR objects using Leap Motion
- Developed a **Marker-based AR Application** using Vuforia SDK in Unity Editor for **Android/iOS** Platforms and Integrated Leap Motion in Mobiles using Server Client Approach.
- **Language: C#**

ISEP, France — Paris, FR
Research Intern (IoT) — *JUL 2016 - DEC 2016*

- **PROJECT:** Visible Light Communication(VLC)
- Designed the VLC transmitter and Receiver in Eagle software and then printed it on PCB boards, Tested the VLC transmitter and receiver boards on ARDUINO, Beaglebone black Platforms
- **Language: C++**

Projects

VR Projects — UCSC Grad Projects

- Developed **VR Planetarium**, worked on the time dial system, north axis of the earth, stars placement and player movement on earth.
- Developed **VR Boxing game**, worked on the movement of cubes and the spawning of the cubes based on the beats of a song that is being played in the background.
- **Tools used:** C#, Unity3d, Oculus Rift

Marker Based Augmented Reality Applications — UnderGrad Project

- Developed **AR Personal Resume Application**, an **AR version of Pokemon Battle** and **videoplayback AR applications** in VR cardboard view.
- **Tools used:** C#, Unity3d, Google Cardboard, Vuforia SDK

Product Searching using Augmented Reality System — UnderGrad Project

- Developed Mobile Augmented Reality Application for indoor navigation using NFC/QR Codes
- **Tools used:** C#, Unity3d

Position of Responsibility

- Teaching Assistant for Walt Disney(THEA 80N), History of Digital Games(ARTG 80H) and Software Development of Portable devices course.