

# 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  
*MS (Professional) Games and Playable Media*

MARCH 2020  
GPA: 3.97/4

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

May 2017

## SKILLS

**Languages:** C++, C#, C, Java, Python, HTML, CSS, JavaScript

**Softwares:** Unity3d, UE4, Photon, Android Studio, XCode, Visual Studio, Adobe Photoshop, MATLAB, ARDUINO, Processing, ARCore, ARKit, Havok

**Tools:** Oculus Rift, HTC Vive, Oculus Go, Arduino, Raspberry Pi, Google Cardboard, Leap Motion

## PROFESSIONAL EXPERIENCE

**University of California, Santa Cruz**  
Technical Director (Gameplay Programmer)

San Francisco Bay Area  
SEP 2019 - Present

- **PROJECT:** Truants - a 2D narrative digital voyeur simulator puzzle game.
- Developed two fake OS emulations with apps like YeeMeow(email), videos/photos, browser, xexploit(hacking tool), file browser and web apps like Visage(facebook), Bouquet(Instagram). I also developed the start and login screens of both OS.
- **Language:** C#, **Game Engine:** Unity

**Cognitive Neuroscience Lab**

Research Assistant (Augmented Reality, IoT, BCI)

BITS Pilani, India  
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#

## PROJECTS

**VR Projects**

UCSC Grad Projects

- Developed **SpellCasters VR**, in a team of 3. worked as a **Technical Director** on the adding of gestures using AirSig Gesture Recognition tool to cast different spells to either attack or defend.
- Developed **VR Planetarium** in a team of 3, worked on the time dial system, north axis of the earth, stars placement and player movement on earth.
- Developed **VR Boxing game** in a team of 4, 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, HTC Vive

**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

**The Best Date Ever**

UCSC Grad Project

- Concept inspired by awkward blind dates. Worked in a team of 3.
- Implemented the microphone recording mechanic for the game and also did the level design for the game
- **Tools used:** C#, Unity

**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

## POSITION OF RESPONSIBILITY

- 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.