

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, Quest, HTC Vive, Oculus Go, Arduino, Leap Motion

PROFESSIONAL EXPERIENCE

Backyard Labs

San Francisco Bay Area

Gameplay Engineer

AUG 2020 - NOV 2020

- Prototyping gameplay mechanics, UI based designs and custom UI tools for Unity for a mobile game.
- **Language: C#, Game Engine: Unity, Platform: Android, iOS**

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 - AUG 2020

- **PROJECT: Truants(Published on Steam)(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**

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**

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