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

Professional Experience

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). I also developed the start and login screens of both OS.
- **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.
- 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.
- 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

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

- 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.