

Shrinath Rao

Outgoing, passionate, and hardworking engineer and designer with a passion for creative programming

Website: <https://shrinathrao97.github.io>

EDUCATION

University of Texas at Dallas — BS in Computer Science

December 2019

University of Texas at Dallas — BA in Arts and Technology

December 2019

EXPERIENCE

Uhnder, Austin, TX — Visualization Engineer (ProViz)

Nov 2020 - Present

- Used regl, React, Node.js, and Worldview to build a worldclass radar and ROS data 3D visualizer in a browser setting
- Used cutting edge file system API with chrome web workers to implement the first browser based ROS bridge record system and ROS bag editor and annotator within ProViz
- Implemented feature to project 3D point cloud data onto 2D camera streams to visualize data in relation to the real world
- Implemented map tiling server with a CDN, and appropriate shaders and buffering for visualizing GNSS based map data
- Gained valuable expertise with AWS tools and hosting including Cloudfront CDN, load balancing and Geolocation based routing to deliver our application to a global customer base
- Hands on experience in ROS, writing ROS bags and handling sensor data
- Experience with UI/UX work for designing new tools and demo experiences within ProViz
- Used Worldview and regl to implement a JSON based camera scripting language used in 3D demos to customers
- Setup Jenkins and CI/CD pipeline for team
- Responsible for releasing and delivering ProViz to customers

Cadence, Austin, TX — Intern

June-Sep 2020

- Expanded skills related to CI and testing
- Setup and maintained Buildbot for daily DFT testing
- Used Python/asyncio, and Perl to interface with a farm to optimize and decrease DFT testing time
- Acquired solid experience with RHEL and Linux tools

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SKILLS

- C++/C, C#, Java, Python, Perl
- HTML, CSS, JavaScript, React, WebGL, regl
- Flow, TypeScript
- Unity
- Unreal Engine 4
- Unix + Developer tools
- Maya and Blender
- Photoshop, After Effects, Premiere
- AWS & Cloud Services

RECENT PROJECTS

- 2D Double Dragon-like beat'em up in UE4
- Third Person Multiplayer Shooter in Unity using C# and PhotonPUN2
- Unity C# platformer using LWRP and FFXIV's Ninja Mechanics
- Recreation of FFXV Warp Strike in UE4 (C++)

RELEVANT CLASSES

- Game Design I & II
- Scripting for Games
- C++ in Unix
- Level Design

INTERESTS

- Japanese Language (4 Years)
- Video Games
- Skiing

- Worked in large legacy C++ codebase
- Gained exposure to multithreaded programming

- Prototyping games
- Guitar and Music

Axxess, Richardson, TX — Intern

Aug-Dec 2019

- Developed skills in CQRS pattern, RESTful APIs and development tools like Entity Framework and Linq in C#
- Led team in communication, planning sprints, and validating completed tasks
- Owned delivery and integration of the team's API used in the Axxess stack

Uhnder Inc, Austin, TX — Intern

Apr-July 2017

- Responsible for chip testing and assisted in chip bring up, validation and characterization of new silicon
- Setup SQLite database for chip characterization and QA, and integrated it into chip testing procedures
- Supported engineering team to build a farm for remote developer access, and interfaced to Jenkins for CI testing
- Implemented API for use with thermostream to run temperature and voltage tests, and created plots for analysis
- Hands on experience with soldering and other lab work