

Ruchi Hendre

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OBJECTIVE

Graduate student with professional software development experience, academic knowledge in Technical animation and an interest in animation and games seeking internship/co-op in 2020.

SKILLS

Programming: Python, C#, C++, Java, JavaScript, AWS, HTML, CSS, REST, JSON.

3D Art: Maya, Unity, Substance Designer, Substance Painter.

2D Art: Adobe Premiere Pro, Rendering HDRI, Adobe Illustrator, Adobe Photoshop.

Relevant Skills: C#, python, Maya, Unity, Worked professionally as a software developer in Agile Teams (2 years), Knowledge of 3D Art pipeline in Maya and Unity.

EDUCATION

- **Carnegie Mellon University – Entertainment Technology Center (ETC), M.E.T Degree** May 2021
Relevant Courses: Technical Animation, Building Virtual Worlds, Visual Storytelling.
- **Pune University, Vishwakarma Institute of Technology, India- B.Tech. (Comp Sc.)** May 2017
Relevant Courses: Computer Graphics, Web Development, Software Engineering.

ACADEMIC EXPERIENCE

- Project: Technical Animation Final Project: Spatial Key framing implementation.** Spring 2020
- Implemented the 2005 paper on Spatial Key framing by Igarashi to study the uses of spatial based key framing as compared to temporal key framing.
 - Implemented the interpolation algorithm in Unity using C#.

- Course: Technical Animation, School of Computer Science, CMU** Spring 2020
- Learning 3D Math concepts that requires to solve problems in animation and rigging.
 - Learnt about physically based simulations/ Particle systems for cloth, fluids, deformable objects, boids and hair.
 - Simulated a Cloth using **C++** and OpenGL. Learning about physics based simulators(cloth, water, hair)

- Course: Building Virtual Worlds (BWV), ETC** **Role: 3D Artist** Fall 2019
- Developed five interactive, immersive mixed reality worlds in two weeks sprints, in teams of five.
 - Involved working in diverse teams, using rapid prototyping, time management and leadership skills.
 - Optimized art assets and imported into unity to lower the load on the game engine in real time.
 - Created Rigger 3D Assets in Maya as needed for the game environment and characters.

WORK EXPERIENCE

- National High School Gaming Academy, ETC, CMU** **Role: 3D Art TA** Summer 2020 (present)
- Teaching 3D Art pipeline concepts by demonstration to high school students interested in the gaming industry.
 - Mentoring students to create 3D Assets using Maya, rigging and animating them too.
 - Online Role due to Covid 19.
- Electrical and Mechanical Engineering Dept., CMU** **Role: Web Developer** Spring 2020
- Maintaining and optimizing the Pittsburgh air quality website.
 - Technology Stack: **Python and Django, AWS, Redis, Linux**
- Barclays Technology Center India** **Role: Software Developer** 2017-2019
- Full Stack Development for Java based application systems.