

SUDHA MANIGUNDAM RAGHAVAN

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Seeking Internship for Summer 2018 for the role of Programmer

EDUCATION

Master of Entertainment Technology | Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA

(May 2019)

Relevant Coursework: Building Virtual Worlds, Visual Story

Bachelor in Engineering, Computer Science and Engineering | SSN College of Engineering, Anna University, India

(May 2017)

Relevant Coursework: Computer Graphics, Programming and Data Structures, Engineering Graphics, Software Engineering

SKILLS

Languages: C#, C, C++, Java

Scripting: HTML, CSS, JavaScript

Software: Unity3D, Photoshop, Maya, Android Studio, LaTeX, Windows Office

Platform: Windows, Linux

ACADEMIC PROJECTS

Building Virtual Worlds | CMU-ETC

(Fall 2017)

Role: Programmer **Team Size:** 5 **Duration:** 2 Weeks

Developed interactive Virtual Reality and Mixed Reality games using Oculus Touch, Hololens, HTC Vive and Fove with Unity3D.

Togo: A Trail of Mercy | CMU – Department of Drama

(Fall 2017)

Role: Programmer **Team Size:** 18 **Duration:** 2 Weeks

Developed the Virtual Reality experience part of Togo: The Trail of Mercy, a fully-fledged theme park experience complete with ride queue, virtual reality, media, and an automated ride.

Table Tennis VR Simulation Using Hand Tracking through Mobile Device Camera

(Spring 2017)

Role: Programmer **Team Size:** 3 **Duration:** 3 Months

Undergraduate thesis project – Simulation of table tennis game in Daydream, controlled through hand tracking from mobile device camera.

Learn American Sign Language in VR

(Spring 2016)

Role: Programmer **Team Size:** 3 **Duration:** 3 Months

Pitch project sponsored by SSN College of Engineering, Developed a VR enabled Google Cardboard app to learn and practice American Sign Language in VR with Leap Motion Controller.

PERSONAL PROJECTS

Google Applied CS with Android

(Spring 2016)

Created games like Scarn's Dice, Ghost, Anagram using Android Studio.

AchARya

(Fall 2015)

Augmented Reality textbook companion for Android developed in a 32-hour hackathon using unity3D and Vuforia.

EXPERIENCE

Designer | SSN College of Engineering

(April 2015 – May 2016)

Worked with design team for the Computer Science and Engineering department newsletter.

App Development Intern | BuildSkills – iMorph Inc.

(March 2015 – September 2015)

Developed educational games and mobile apps using Corona SDK and Unity, web-app using Django.