




SUDHA MANIGUNDAM RAGHAVAN

Seeking Internship for Summer 2018 for the role of Software Engineer

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EDUCATION

Master of Entertainment Technology | Carnegie Mellon University, Entertainment Technology Center, Pittsburgh, PA
Relevant Coursework: Building Virtual Worlds, Visual Story (May 2019)

Bachelor in Engineering, Computer Science and Engineering | SSN College of Engineering, Anna University, India
Relevant Coursework: Computer Graphics, Programming and Data Structures, Engineering Graphics, Software Engineering (May 2017)

SKILLS

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

Skills: HTML, CSS, JavaScript

Software: Unity3D, Photoshop, Maya, Android Studio, LaTeX, Microsoft Office, Perforce, Git

Platform: Windows, Linux

ACADEMIC PROJECTS

NeuroAct | CMU - ETC (Spring 2018 - Current)

Role: Programmer Team Size: 6 Duration: 1 Semester

Created multiple experiences and games through rapid prototyping for a neural-interface device using Unity3D. Collaborated with a team of 6 students to solve issues related to UI/UX and usability for applications created using the device.

Building Virtual Worlds | CMU - ETC (Fall 2017)

Role: Programmer Team Size: 5 Duration: 2 Week Sprints

Developed interactive Virtual Reality and Mixed Reality games in 2 weeks over the semester using Oculus Touch, Hololens, HTC Vive and Fove with Unity3D. Involved in rapid prototyping with diverse interdisciplinary teams in a collaborative environment.

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.

PERSONAL PROJECTS

Togo: A Trail of Mercy | CMU - Department of Drama (Fall 2017)

Role: Programmer Team Size: 15 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.

Learn American Sign Language in VR (Spring 2017)

Role: Programmer, Artist 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.

Google Applied CS with Android (Spring 2016)

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

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.