SHARANYA SUDHAKAR

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Creative thinker with experience in program optimization. Problem solver and motivated researcher for innovative and new solutions. A tenacious learner with detail-oriented execution skills, looking to enhance knowledge and experience in graphics and game design.

EDUCATION

Bachelors: Computer Science   Jan 15 - Dec 19
University of Washington   *GPA: 3.66*

EXPERIENCE

Technical Artist   Feb 20 – Current

Turn 10 Studios, Microsoft | Title: Forza Motorsport
• Tech Art Support: On call assistance to unblock artists and other internal clients, by resolving their current problems such as content irregularities, pipeline blockages or tool malfunction etc., from the tracks team, car team, character development & lighting team.
• Automation and Pipeline Tool Builder: Identify, improve and integrate solutions for faster results without compromising the quality and integrity of the assets or the current pipeline.
• Task Initiative: Plan, develop and sustain deliverables such as pipeline investigation, tool creation and quality of life enhancements for the artists.
• Procedural Textures Support: Bug fixes for the procedural team that is integrated into the inhouse game engine or part of the procedural texture pipeline between Game Engine and Substance and/or Photoshop
• Research: Examine existing pipeline for inefficiencies and suboptimal performance; Research and recommend alternate solutions.
• Contract role.

VR Development   Jan 19 – Jun 19

Reality Studio, UW- Seattle | Title: "Untethered"
• Researched and developed an educational experience with effective production and clear storytelling for and in immersive environments.
• Developed an interface for underwater acoustics with game play and VR interaction.
• Developed a Unity backend for scenario-design and management tool for players.
• Worked with the design and animation teams to perfect the experience pipeline and improve performance.
• Implemented behavioral and navigation features and evolved the experience to be bug free.
• Conceptualized and created an interactive whale fin sim for the Oculus rift's user controls using the runtime animation rigging package in Unity 2019.
• Experience with procedural handling (runtime) of assets (mesh/textures/rigging/etc.)

PUBLISHED GAMES:

Title: SEED
Role: Technical Artist

SKILLS:

DEVELOPMENT:
- JavaScript
- C, C++, C#
- Python
- 3D Math
  Linear Algebra, Calculus, Discrete Math, Trigonometry

VIRTUAL REALITY / GAME DEVELOPMENT:
- Unity
- Unity Shader Graph
- Post-Processing
- Substance Designer
- Profiling
- Optimization
- 3D Graphics
- Graphics Pipeline
- Shaders
- OpenGL

MANAGEMENT:
- GitHub
- Linux
- Windows

SOFTWARE:
- Adobe Photoshop
- Autodesk Maya
- Autodesk 3dsMax
- SideFX Houdini
- Unity
- Substance Painter
- Substance Designer

VFX Lead / Lighting Artist   Jan 19 – Jun 19

- *Animation Research Labs | Title: "Untethered" (An Animated Movie)*

Tested and developed the entire water effects pipeline using Maya and Houdini for the Animated Student production Untethered. Water VFX ocean, foam, spray, splash etc., were tested and created in Houdini.

• Conceptualized, assessed and supported implementation of various lighting techniques for the given scene in the movie. Learnt and adapted Physically Based Rendering techniques to match the vision for the current production needs.

Technical Artist   Sep18 – Mar 19

Digital Future Lab, Bothell | Title: "SEED"

• Create shaders for digital art assets that couldn't be hand modeled or animated, using Unity's Shader Graph and writing shaders using Cg / HLSL for older versions.

• Formulates and designed shaders using scientific analysis and mathematical models to predict and measure outcomes.

• Iterate to improve accuracy in solving problems with machine learning.

• Worked on 4 experimental deliverables with same deadline and achieved expected outcome (100% results).

Software Quality Assurance   Jun 18 – Sep 18

Digital Future Lab, Bothell

• Write testing documentation, bug identification and formal reports

• Identify, reproduce and provide informed insight on bugs.

• Analyze and validate performance and stability testing.

• Ability to debug efficiently on multiple platforms

MISC. LANGUAGES:

- Java
- HTML5, CSS
- VEX

ACHIEVEMENTS:

- Dean's List
  3 consecutive quarters
- Animation & VR
  Capstone Class