

RAMKRISH RAJA

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EDUCATION

University of Pennsylvania, School of Engineering and Applied Science - Philadelphia, PA

Candidate for Master of Science in Engineering, May 2011 (**Major:** Computer Graphics and Game Technology)

Bachelor of Science in Engineering, May 2010 (**Major:** Digital Media Design)

TECHNICAL SKILLS

Programming Languages: C++, C#, Java, Python **Engines and Libraries:** Unity, Gamebryo, OGRE, OpenGL

Web Development: PHP, MySQL, HTML, CSS **Web Frameworks:** Django, CakePHP

Software: Autodesk Maya, Autodesk MotionBuilder, Adobe Photoshop, Adobe Flash

EXPERIENCE

Web Developer & IT Manager, Weiss Tech House, UPenn, Philadelphia, PA September 2006 – Present

- Designing, developing, and testing web applications that are used by students across the university.
- Coordinating web development projects and delegating projects to student IT staff.
- Built a social networking site to connect student entrepreneurs from different areas of study.

Software Engineer Intern, Electronic Arts, Orlando, FL May 2009 – August 2009

- Improved visual effects and fixed graphics issues for the *Madden NFL* video game title.
- Improved usability by implementing visual aids during gameplay.
- Worked with a large code base in C++ and learned proprietary languages, frameworks, and engines.

Founder and Web Developer, PixelAxis.com, Philadelphia, PA March 2001 – September 2006

- Created and managed an online business specializing in professional web design solutions.
- Designed and developed over 70 websites, primarily for clients in the web hosting industry.

RESEARCH

Character Animation Using Overlays January 2010 – May 2010

Dr. Alla Safonova, University of Pennsylvania

- Implemented tools to create realistic human character motions by compositing the upper and lower body of a human character from two different captured motions.
- Automated the generation of realistic overlay motions and utilized these motions in a video game environment.

Interactive Control of Human Characters in Video Games June 2008 – May 2009

Dr. Alla Safonova, University of Pennsylvania

- Researched improving the animation of human characters in video games by taking the player's intentions into account to prepare realistic transitions between motions.
- Designed and developed a game environment in C++ using OGRE to test animation and character control.