

RAMKRISH RAJA

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EXPERIENCE

IT Manager, Weiss Tech House, University of Pennsylvania September 2006 – Present
Philadelphia, PA

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

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

- Created and improved visual effects 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 March 2001 – September 2006
Philadelphia, PA

- 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 – Present
Dr. Alla Safonova, University of Pennsylvania

- Implementing and analyzing methods for the creation of natural looking overlays obtained by compositing the upper body and lower body of a character from two different captured motions.
- Automating the generation of realistic overlays and applying them to characters in video game environments.

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.

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

Candidate for Bachelor of Science in Engineering, May 2010

Major: Digital Media Design

Julia R. Masterman High School - Philadelphia, PA

Graduated in June 2006

TECHNICAL SKILLS

Programming Languages: C++, C#, Java, Python

Engines and Libraries: Gamebryo, PhysX, OGRE, OpenGL

Web Development: PHP, MySQL, HTML, CSS

Web Frameworks: Django, CakePHP

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