

# RAMKRISH RAJA

rraja@seas.upenn.edu • <http://www.rkraja.com>  
613 Barclay Circle, Springfield, PA 19064 • 267-324-8903

## EDUCATION

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**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

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**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

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**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

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**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.