Ria Chockalingam

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LinkedIn   GitHub   Sketchfab

Objective

Junior in Computer Science with proven skills in programming & design. Three years of web development experience coupled with five years of professional experience in 3D design. Proficient in Java, C/C++, Python. Seeking an internship in this area to further enhance and diversify my skill set.

Experience

Design Director | CruzHacks

AUG 2023 - PRESENT, SANTA CRUZ
FIGMA, PHOTOSHOP, ILLUSTRATOR

- Spearheading all design facets at CruzHacks, UCSC's premier annual hackathon
- Crafting the event's website and mobile layout via Figma and Illustrator, ensuring a user-centric design approach and seamless experiences.
- Leading the rebranding initiative, revitalizing CruzHacks' visual identity through a comprehensive style guide and impactful design elements.
- Organizing bi-weekly meetings composed of a multidisciplinary team of designers.

Sole Web Developer | SpaceCowboy Inc.

JUN 2023 - SEP 2023, SAN DIEGO
REACT, REACT THREE FIBER, THREEJS, JAVASCRIPT, BLENDER

- Designed and developed the 3D website Spcwby.com.
- Utilized the React renderer for Three.js React Three Fiber, HTML/CSS, WebGL.
- Translated 3D models from Blender into the web environment, ensuring optimal performance and visual fidelity across various devices and browsers.
- Implemented advanced shaders, post-processing filters, and loaders to create an interactive gallery style layout.

3D Scripting Intern | CyArk

MAY 2023 - AUG 2023, SAN DIEGO
BATCH, BASH, PYTHON, POWERSHELL

- Developed automated scripts streamlining large-scale 3D LiDAR dataset processing in RealityCapture software, accelerating critical stages of development.
- Created simplification scripts: implemented arithmetic-heavy processes and conditional branching to simplify models based on user-defined triangle counts and leveraging PowerShell to overcome Batch's 32-bit limitations.
- Tested scripts in an automated environment, running over an AWS EC2 Instance.

Front-end Developer and Brand Manager | Streetline Inc.

JUL 2022 - MAR 2023, SANTA CRUZ
PHOTOSHOP, FIGMA, REACT, HTML/CSS, JAVASCRIPT, PYTHON

- Rebranded Streetline Inc. to align with the companies restructuring.   .
- Communicating design ideas using user flows and site maps with Figma.
- Using React, Node.js, HTML/CSS, and JavaScript to build responsive UI.
- Enabling compatibility on mobile devices and improving accessibility options.
- Improving backend architecture with Python.

3D Modeler | VirBela

JUN 2018 - JAN 2020, UC SAN DIEGO
3DS MAX, PHOTOSHOP, BLENDER

- Designed 3D assets for the virtual platform VirBELA - an Enterprise Metaverse that brings people together to work, learn, and train in an immersive virtual world.
- As the first high school intern, I worked closely with the design lead of VirBela to 3d model assets for virtual events with thousands of attendees.
- Modeled, textured, and rendered 3D assets with unwrapped UVs
- Prepared low-poly models for optimized usage in Unity
- Assets I designed were deployed in their production environment for thousands to view and interact with.

Education

UC Santa Cruz **| Computer Science B.S.**
Design Director @ CruzHacks
UI/UX Developer @ Tech4Good Research Lab
SEP 2021 - JUN 2025
GPA 3.84/4.00

Courses

CSE30: Programming Abstractions: Python
Machine learning, Matplotlib, PyTorch, Reachability, Scheduling

CSE12: Computer Sys & Assembly Lang.

CSE13S: Computer Sys & C Programming
C programming, Algorithm design, Linux/unix shell scripting

CSE 101: Data Structs & Algorithms
CSE 120: Computer Architecture
CSE 130: Principles of Computer Sys Desgn
Synchronization, client-server, layering, networking, concurrency

Skills

Tools: Photoshop, Premiere, After Effects, 3ds Max, Blender, Unity, Substance 3D, Illustrator, Cinema4D, Revit, AutoCAD

Programming: Python, Java, C/C++, HTML/CSS, JavaScript, React, Node.js, Bash/Batch, Assembly, Three.js, TypeScript

Projects

UI/UX Developer | Tech4Good Lab
MAR 2023 - JUN 2023, SANTA CRUZ

- Developed responsive websites with HTML/CSS, React, TypeScript.
- Created media queries, accessible features, and modular components.

React Developer | High School Club
SEP 2019 - AUG 2020, SAN DIEGO

- Developed a 24/7 chat system to connect students w/ mental health counselors.
- Utilized Gradle, Node.js, Zendesk API.
- Collaborated with a team of Android developers to create responsive UI.

Unity Oculus Game | High School Project
OCT 2017 - JAN 2018, SAN DIEGO

- Developed a solo VR game with Unity/C#.
- Applied advanced rigging techniques to animate hundreds of moving parts.
- Deployed Unity build to Oculus Go/Rift and presented to a class of 50 students.