

# RICKY RAJANI

SOFTWARE ENGINEER | ARTIST

## GET TO KNOW ME

I am an artist in both the traditional and non-traditional sense. As a software engineer, I enjoy creating art and building out unique experiences in 3D spaces. As a traditional artist, I work with 2D and 3D mediums to create whimsical, mixed medium pieces.

## WORK EXPERIENCE

### Oculus VR | Facebook

*SOFTWARE ENGINEER  
JUNE 2017 TO APRIL 2021*

Previously on the Oculus Home team I was building out the 3D home experience in Virtual Reality. We used Unreal Engine and DirectX11 technologies.

On the Oculus Guardian team I worked on mixed reality use cases, including improving safety in Virtual Reality. We used C++, OpenGL and Android technologies.

### Figma Design

*PRODUCT ENGINEER  
NOVEMBER 2021 TO PRESENT*

On the Prototyping team I work on enabling creators to bring their visions to life within Figma.

## SPECIALIZATIONS

- Computer Graphics
- Unreal and Unity Game Engines
- C++, OpenGL, WebGL, Java, Adobe Photoshop
- Oil paint/pastels, watercolors, clay, 3D modeling
- Digital and film photography

## ACADEMIC HISTORY

### University of Pennsylvania

*BACHELOR OF SCIENCE IN ENGINEERING  
DIGITAL MEDIA DESIGN*

An interdisciplinary major in the School of Engineering and Applied Science that combines computer graphics, computer science, and fine arts. I completed this degree along with a minor in Fine Arts from Penn's School of Design

## VOLUNTEER

### GenHERation, Female Empowerment Network

*COLUMNIST AND MENTOR  
OCTOBER 2014 TO PRESENT*

I wrote human interest pieces that featured inspirational stories of women leaders in tech from across the country. I am currently a mentor to girls part of the network and participate on panels for women in tech.

## INTERESTS

Art | Human Centered Design | Travel | Dance

## GET IN TOUCH WITH ME

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