AISHWARYA SHUKLA

SOFTWARE DEVELOPER

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PROFILE

I am a software developer specializing in graphics (Vulkan/OpenGL) and C++ development. With over 14 years of industry experience, I have contributed to various international graphics, games, and visual effects projects. I am also a Linux system enthusiast and developer. Additionally, I have worked as a content creator, 2D/3D technical artist, and web developer.

WORK EXPERIENCE

Jan. 2021 - Jan. 2023
DoubleNegative (DNEG) | Mumbai, India

Software Developer

Worked upon CAD software development, used OpenGL and Qt libraries to build and deploy Linux based in-house application, used by artists. Used modern OpenGL/C++/Qt5 to upgrade the old code base. Review, debugging and refactoring code. Wrote GLSL shaders to implement modern real-time rendering algorithms and effects.

Roles included:
- Developing CAD tools, plugins based on artist requirements.
- Developing for large code base, refactoring and debugging.
- Linux shell scripting, Python scripting.
- GLSL shader writing.
- Concurrency and multi-threaded application development.
- Team mentoring and support, Agile management.

Apr. 2020 - Sept. 2020
Bardel Inc. | Vancouver, British Columbia, Canada

C++ Developer

Developed plugins for VFX software tools like Maya, Houdini, Katana, and Nuke. Worked on maya hair systems, real-time rendering, ray tracing, and lighting tools development in Katana using C++ and Python. Contributed to Pixar USD real-time pipeline configuration and Alembic pipeline setup.

Roles included:
- Deadline cloud rendering tools and bug fixes.
- Maya, Houdini, and Katana plugin scripting and development.
- Automated tools deployment and configuration using Kubernetes.

EDUCATION

2008 - 2009
ICAT - CHENNAI, TAMIL NAIDU
- Post Graduate Diploma in Multimedia and Animation

2005 - 2008
INTEGRAL UNIVERSITY
- Bachelor of Computer Applications

SKILLS

- **Graphics Programming**: Vulkan, OpenGL, GLSL, Unreal Engine, CUDA
- **Programming Languages**: C/C++, Python, JavaScript, HTML5
- **Development Platforms**: Linux, Shell Scripting, Kubernetes, Git
- **Other**: Multi-threaded development, Agile methodology, PBR and Realtime rendering. Mathematics and Algorithms

CLIENTS

- Disney
- Nickelodeon
- Pixar
- Netflix
- Dreamworks

PROGRAMMING LANGUAGES

- C / C++
- Python
- HTML / CSS / JS / TS

Jan. 2019 - Jan. 2020
Technicolor Pvt. Ltd. | Bangalore, Karnataka, India
Software Developer

Collaborated with VFX department leads and supervisors to deliver studio-wide solutions.
Worked with clients like Disney and Nickelodeon to streamline their VFX pipelines. Developed custom software tools based on artist input.

Roles included:
- Real-time / PBR pipeline setup, data monitoring, and database application development.
- Plugin development, scripting, and shader programming.
- Unreal Engine development and testing.
- Collaboration with Autodesk and DreamWorks teams.

Feb. 2016 - Dec. 2018
Applied Research International | Delhi, India
Graphics Lead

Acted as a bridge between software and graphics teams, developing PBR rendering solutions. Procedural asset creation, motion capture animations.
Developed shaders, scripts, and tools for DirectX-based in-house game engine.

Roles included:
- CAD tools and 3Ds Max tools development.
- Real-time motion capture animation simulation systems.
- Front-end scripting with JavaScript, HTML/CSS, AS3, and Python.
- Mentoring and presentations.

Jan. 2010 - Dec. 2015
Narayan Group Pvt. Ltd. | Allahabad, U.P., India
Software Developer

Developed interactive 3D real-time environments and plugins for architectural visualization using Unreal Engine and C++. Developed 3D walkthroughs and interactive CG worlds in Unreal engine.
Android and web optimization.

Additional roles:
- Supervised a team of graphic artists.
- Web and database development using HTML/CSS, JavaScript, Python, and MySQL.

Jan. 2009 - Dec. 2010
Dot Creation | Allahabad, U.P., India
Web Developer / Designer

Developed interactive websites, mini-games and database projects.

Roles included:
- Assisted with both design and development phases of projects.
- Prepared technical documentation and delivered client presentations.