

SACHIT VITHALDAS

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EDUCATION

University of Southern California May 2015
Master of Computer Science (Game Development) **GPA - 3.88**

Thadomal Shahani Engineering College (TSEC) June 2013
Bachelor of Computer Engineering - **First Class**
Received the **TSEC Leader Award** and the **TSEC Ambassador Award**

Udacity - Cloud Developer Nanodegree March 2021

Udacity - Self Driving Car Nanodegree Oct 2017

TECHNICAL PROFICIENCY

Programming Languages	C++, Python, C, JavaScript, Solidity, Java, C#, Objective-C
Machine Learning	Tensorflow, Keras
Cloud Technologies	Amazon AWS, Serverless Framework, Terraform, Docker
Game Engines	LibGDX, Unity 3D, Unreal Engine 4, Processing
Development Platforms	PS3, PS4, Xbox 360, Xbox One, iOS, Android, Mac OS, Linux, Windows

WORK EXPERIENCE

Woven Planet North America (acquired Toyota Research Institute), CA Feb 2022 - Current
Staff Software Engineer

- **Owned** the **transition** of systems over to Woven Planet North America from Toyota Research Institute, taking **ownership** of entire team's resources for migration.
- **Leading** development of current generation and next generation **log simulation pipelines**. Integrating code and services across **multiple acquisitions**.

Toyota Research Institute - Los Altos, CA Feb 2020 - Jan 2022
Senior Software Engineer

- Transformed **dashboard** creation processes to enable fast and powerful dashboards. Designed and managed entire end to end pipeline for 'making sense of data'.
- Spearheaded development of a **portable evaluation framework**, enabling users to abstract and utilize evaluators without duplication across multiple simulators.
- Enabled **research teams** at TRI to work with **large scale racing simulations**.

Toyota Research Institute - Los Altos, CA Nov 2017 - Jan 2020
Software Engineer 4

- Accelerated scenario development by building **new tools and designing a framework** for describing **scenarios** allowing developers to write and debug scenarios in 90% less time.
- Ensured consistent, top notch **code quality** by serving as platform reviewer for pull requests amongst all teams at TRI.
- Architected data processing pipelines to convert simulation data into logs for training pipelines
- Delivered a **Variational Scenario** tool that is widely used to test several complex situations.

Hangar 13 Games (2K Games) - Novato, CA Mar 2017 - Nov 2017
Software Engineer, Artificial Intelligence

- Built a new **perception system** that delivered 2x the performance of the old system.
- Coordinated development of **core systems** related to **world interactions** and **combat** to meet demands of designers.

Hangar 13 Games (2K Games) - Novato, CA Aug 2015 - Mar 2017
Associate Software Engineer, Engine

- Streamlined designer workflow time by providing robust **game design and profiling tools**.
- Optimised skeleton, cloth & mesh data enabling more functionality & improved performance.
- Implemented cross platform (PC, Xbox One, PS4) **Stats, Achievements** and **Telemetry**.

Industrial Toys - Pasadena, CA May 2014 - Dec 2014
Engineering Intern

- Built an end to end solution to handle analytics events from client (**C++**) to server (**Node.js**)
- Wrote a parser that processed events and generated interactive charts and heat maps for different classes of users and integrate with **Amazon AWS**.