

AADIT RAO

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TECHNICAL SKILLS

Languages: C/C++, C#, TypeScript, Python, Java, Unreal Engine 5, Unity
Tools & Frameworks: Git/GitHub, LaTeX, CLion, IntelliJ, VS Code, Node.js, Photon Pun 2
Testing: Catch2, Mocha/Chai, JUnit5, MSTest

EXPERIENCE

Game Developer Intern | C#, Unity, Photon Pun 2
Giro Fintech Ltd

July 2023 – August 2023
Dubai, U.A.E.

- Independently designed and developed two 3D mobile games, with one successfully launched on both the App Store and Google Play Store, receiving 5-star ratings from user reviews.
- Acquired in-depth knowledge of Unity's features NavMesh for AI pathfinding, URP for graphics and post-processing, and Photon Pun 2 for multiplayer networking, featuring online matchmaking and private rooms.
- Utilized Kanban agile methodology for development management, TestFlight for pre-launch testing, and Git/GitHub for version control.

CERTIFICATES

Game Development | C#, Unity
SAE Creative Media Institute

June 2023
Dubai, U.A.E.

PROJECTS

PALgoX | C++, OpenMP, Catch2, CLion, Git/GitHub

May 2024 – August 2024

- Designed and implemented a C++ static library for parallel algorithms, featuring over 45 methods for vector, matrix, graph, and math operations.
- Optimized performance using OpenMP and multithreading, achieving an overall average speedup of **5.52x**
- Implemented robust unit testing with Catch2, utilized Kanban agile methodologies and Git/GitHub for effective version control and project management.

UBC Section Insights | TypeScript, HTML, CSS, Chai/Mocha, D3.js, Node.js, IntelliJ

Jan 2024 – April 2024

- Designed a full-stack project with efficient backend, user-friendly frontend, and D3 data visualization for managing and querying historical data on UBC sections.
- Implemented RESTful APIs to manage data interactions between frontend and server, enhancing scalability, and developed a comprehensive test suite utilizing Black Box and Glass Box testing methodologies to ensure robustness and reliability.
- Participated in weekly Scrum meetings, encouraging teamwork and efficient project progression through iterative feedback and task prioritization.

Void Rocks | C#, Unity, Piskel, VS Code

July 2023 – August 2023

- Developed an endless 2D pixel-art space shooter, featuring three game modes with diverse power-ups and enemy types for enhanced gameplay variety.
- Focused on physics-based controls, implemented challenging space enemies, and designed custom pixel-art sprites using Piskel to create a visually engaging environment.
- Gained proficiency in Unity with 2D Rigidbody physics, collision and trigger events, 2D graphics and particles system, and UI programming

EDUCATION

University of British Columbia
Bachelor's Degree - Computer Science, Minor in Mathematics

September 2021 – Expected May 2026
Vancouver, BC

- Relevant Coursework: Machine Learning and Data Mining, Software Engineering, Computer Hardware and Operating Systems, Artificial Intelligence, Algorithm Design, Linear Programming
- Clubs: UBC Esports Association, UBC Game Dev