

Darvin Muralitharan

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<https://github.com/IWarmy!> | <https://people.rit.edu/dm1250/>

Education

Rochester Institute of Technology (RIT), Rochester NY

Expected May 2024

Bachelor of Science, Game Design & Development

GPA – 3.7

Skills

Programming Languages: C#, HTML, CSS, JavaScript, C++

Game Engines: Unity, MonoGame, Unreal Engine

Tools: Visual Studio, GitHub, Perforce

Asset Creation: Photoshop, Maya, Substance 3D Painter

Projects

Z-Bomber, *Academic/Personal Project*

December 2021

- Developed a small game using C# and Unity to showcase a top-down game
- Implemented Reynold's steering behavior for autonomous agents, vectors, steering forces, and custom collisions

Princess Match!, *Academic Project*

December 2021

- Developed in browser using HTML, CSS, and JavaScript in a browser DOM
- Interactive game for user to try and match cards

Amiibo Finder, *Academic Project*

November 2021

- Developed a small site using API technology, HTML, CSS, and JavaScript utilizing browser DOM

Tater-Tots, *Academic/Personal Project*

February 2021 – May 2021

- Collaborated with four other students utilizing C# and MonoGame to create a 2D - game within the semester to showcase
- Contributed object-oriented design, 2D scrolling, level creation, controls, and obstacle spawners
- Co-wrote 37-page team document to take note of game design process and what was learned

Employment

RIT - Game Developer (Internship)

May 2022 – Present

- Work with a large team to create a virtual reality experience
- Communicate between smaller teams efficiently to successfully get more work completed

USPS - Clerk

August 2021 – May 2022

- Communicate with fellow employees to handle bags of packages and send them out to destinations in a timely manner
- Work with supervisors to balance full-time job with a full academic course load

FedEx - Package Handler

June 2021 – July 2021

- Quickly scan packages and identify how to safely store customer packages for safe travel in trailers
- Use quick thinking to sort packages and send them to their destination trailer

Leadership Experience

RH Robotics

2018 – 2020

Team Captain / Administrator

2019 – 2020

- Help plan, coordinate, and supervise students for the FIRST competition
- Handle secretarial, administrative, and fiscal responsibilities

Boy Scouts

2012 – 2020

Senior Patrol Leader / Assistant Senior Patrol Leader / Patrol Leader

(Various times throughout scouting)

- Help plan / lead troop of 15 boys through various activities such as camping and hiking

Achievements

Eagle Scout

Earned 2020