

# Rohit Kaushik

Email: [rgk8966@rit.edu](mailto:rgk8966@rit.edu) | Phone: 310.795.0705 | Pasadena, CA

## EDUCATION

### ROCHESTER INSTITUTE OF TECHNOLOGY

BS IN GAME DESIGN AND DEVELOPMENT

CREATIVE WRITING MINOR

Expected Dec 2020 | Rochester, NY

Interactive Games and Media

Golisano College of Computing and Information Sciences (Honors)

Dean's List (All Semesters)

GPA: 3.97 / 4.0

## ACTIVITIES

### COMPUTER SCIENCE HOUSE

Active Member 2016-2017

Alumni 2017-Present

Helps students promote themselves in the computer science industry by providing excellent support and opportunities.

## SKILLS

### PROGRAMMING

Confident:

C# • C/C++

Comfortable:

Python • HTML/CSS •

Javascript • Java

### TOOLS/IDES

Confident:

Unity • Monogame •

Visual Studio • PyCharm •

Brackets • Frostbite

Comfortable:

Unreal • Tiled • Photoshop •

After Effects • Maya • Perforce

## LINKS

### PORTFOLIO

<https://rocrui.me>

### OTHER

Github:// [LegendRK](#)

LinkedIn:// [rohit-kaushik](#)

## EXPERIENCE

### DICE LA | TECHNICAL DESIGN INTERN

Playa Vista, CA

September 2019 – December 2019

- Collaborated with other designers and developers inside Frostbite Engine.
- Developed and iterated on various game modes to help facilitate and showcase core gameplay.
- Utilized Frostbite visual scripting engine to rapidly design and prototype mode concepts.
- Learned structure of game studio and integrated into workspace culture.

### ANSYS, INC. | SOFTWARE DEVELOPMENT CO-OP

Canonsburg, PA

August 2018 – December 2018

May 2019 – August 2019

- Worked on meshing team for two rotations.
- Collaborated with other teams in creating functionality utilizing the many APIs of the product.
- Programmed primarily in C++ source code with Javascript, Python, and C# scripting.
- Integrated mesh-based algorithms to develop features designed in creating a user-friendly application.

### PLANETBRAVO LLC | INSTRUCTOR

Pasadena, CA

June 2017 – August 2017

- Educated students between the grades of 2 to 8 in C# game modding as well as fundamentals of the game engine Unreal Engine 4.

## PERSONAL PROJECTS

### SLIME LAB

DEVELOPED USING UNITY IN C#

Gameplay Programmer and Game Designer

- Virtual pet-sim mobile game revolved around raising slime creature and giving them animal-based mutations to increase stats.
- Conceptualized and created elements for in-game racing by creating terrain types and corresponding obstacle types, as well as structuring said races for potential random-generation.
- Worked on UI/UX in creating functional and simple menus for user to easily understand and navigate.

### A\* PATHFINDING

DEVELOPED IN C++

Co-developer

- Developed a Dynamically Linked Library to implement the A\* path-finding algorithm.
- Incorporated test-cases for each function exported to any external program.

### WHERE'S ALASKA?

DEVELOPED IN JAVASCRIPT

Gameplay Programmer and Game Designer

- Puzzle game where the objective is to find the state of Alaska among the scattered other U.S. states under a certain time limit.
- Used HTML localStorage to save scores and incorporated difficulty modes.