

Rohit Kaushik

www.linkedin.com/in/rohit-kaushik
rgk8966@rit.edu | 310.795.0705
Pasadena, CA

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

BS IN GAME DESIGN AND DEVELOPMENT

CREATIVE WRITING MINOR

Expected May 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 15/17 • PyCharm •

Brackets

Comfortable:

Unreal • Tiled • Photoshop •

After Effects • Maya • Git

LINKS

PORTFOLIO

<https://people.rit.edu/rgk8966>

OTHER

Github:// LegendRK

LinkedIn:// rohit-kaushik

Twitter:// @InfernRo

EXPERIENCE

ANSYS, INC. | SOFTWARE DEVELOPMENT CO-OP

Canonsburg, PA

August 2018 – Present

- Meshing Team
- Worked primarily in C++ source code while also using Javascript and Python for scripts.
- Developed algorithms and increased functionality of a world-class product.

PLANETBRAVO LLC | CAMP COUNSELOR / TEACHER

Pasadena, CA

June 2017 – August 2017

- Educated students between the grades of 2 to 8 at a summer camp teaching game development.
- Guided students in learning C# to mod the game Terraria as well as learn the basics of Unreal Engine.

FUNKITRON | LEVEL BALANCER

Online

March 2018 – Present

- Testing and balancing the mobile game Cascade.

PERSONAL PROJECTS

A* PATHFINDING

DEVELOPED IN C++

Co-developer

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

TRANSIMIAN

DEVELOPED USING UNITY IN C#

Level Designer and Gameplay Programmer

- Revolves around throwing projectiles and teleporting to them, with each projectile having different physics properties.
- Developed in 48 hours during Global Game Jam 10.

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.

AFTERSHOCK MAP EDITOR

DEVELOPED USING WINDOWS FORMS

Developer

- External tool developed for the purpose of creating binary written maps for Aftershock.
- Allowed for the creation and editing of in-game maps, as well as other features for the game to use.

AFTERSHOCK

DEVELOPED USING MONOGAME IN C#

Game Architect and Game Designer

- Worked on the structure of the game with 3 other unacquainted developers for 16 weeks and adhered to a strict schedule.
- Collaborated using Agile-based methodology.