Rohit Kaushik

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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: 3.96 / 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 - 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.

FUNKITRON | Level Balancer
Online   March 2018 – August 2018
- Tested and recorded data based on gameplay statistics.
- Collaborated with developers in creating fun and fair gameplay for consumers.

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.

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.

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.