

# 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: 3.97 / 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
- Collaborated with other teams in creating functionality utilizing the many APIs of the product.
- Programmed primarily in C++ source code with Javascript and Python scripting.
- Integrated 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 – Present

- Tested and recorded data based on gameplay statistics.
- Collaborated with developers in creating fun and fair gameplay for consumers.

## 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 in-game maps, as well as the creation of game entities used with the game Aftershock.

### 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.