Ojas Talgaonkar

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EDUCATION

Purdue University *Expected Graduation, May 2027*
Fort Wayne, Indiana
B.S. in Computer Science, Honors **GPA:** 3.79, *Dean's List*

SKILLS

Programming: Java, Python, JavaScript, HTML/CSS, Go, PostgreSQL, C++, C, Lua, Blueprint, Arduino
Libraries/frameworks: Catch2, SASS,JUnit, JavaFX, VueJS
Tools: Visual Studio, Eclipse, Git bash, Fork, Scenebuilder, Unreal Engine, Figma

EXPERIENCE

Hollow Games **Fort Wayne, Indiana**
Game Programmer + Technical Animator
Dec 2023 – present

- Engineered the main actions for characters in an upcoming mature action adventure game
- Worked with a team of developers to create and program mythical creature animation/behavior in the game via procedural animation
- Crafted game features like dodge system and hit detection
- *Tools used: Unreal engine 5.3 , C++, Blueprint, Blender, Git*

Arcadia University, Department of Physical therapy **Glenside, Philadelphia**
Data Analyst Intern *Nov 2022 – Jan 2023*

- Helped organize, process, and analyze behavioral data from a project investigating the effects of intensive therapy camp on stroke recovery on over 364 test subjects.
- I was tasked with sorting data using any preferable methods, so I developed a python program to take the contents of an excel sheet using openpyxl library and sort/analyze them
- *Tools used: Microsoft Excel, Python, openpyxl.*

PROJECTS

SnapFrame

- A semi retro themed image gallery where you can organize images into categories and view them.
- The app comes with an inbuilt Command line to execute tasks via command typing.
- *Tools used: JavaFX, CSS, Scenebuilder*

ImpactFrames (ongoing)

- A machine learning model that edits your selected frame of a video to increase the impact of the frame by changing its colors .
- The model analyzes flow of the frame and detects moving objects.
- *Tools used:JavaScript, python, Generative Adversarial Networks*

Helix-lang - Co-Developer (ongoing)

- A High performance, general purpose programming language designed for seamless interoperability with Rust, python and C++.
- Developers will be able to use libraries from all of the above languages
- *Tools used: Python, C++, Rust, LLVM*

Other interesting projects

- Virtual LC3 computer in C++ that has memory, registers and an instruction set
- P2P network with an implemented blockchain in GO