

# Rahul Bilimoria

## Game Developer

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Creative Software Developer specializing in Game Development with a strong background in algorithms, math, and problem solving. Looking to provide new ideas and solutions to pre-existing software.

## Experience

### 2017/09 - 2017/12 Computer Graphics Teaching Assistant

*Ryerson University*

- Marked assignments written using the OpenGL Library
- Responsible for marking midterms and exams
- Provided assistance to students writing assignments

### 2017/05 - 2017/09 Virtual Reality Developer

*Ryerson University*

- Assisted in setting up new VR workspace
- Updated labs to be compatible with Leap Motion technologies

## Education

### 2013/09 - 2017/12 Ryerson University, Bachelors of Science (BSc), Computer Science Major

- Relevant courses: Linear Algebra, Computer Graphics, Artificial Intelligence I, Advanced Algorithms
- Minor in Mathematics

## Projects

### 2016/06 - present Pokemon Game

*Java Development*

- Created game engine mostly from scratch
- Created mapping tools to assist in development
- Developed AI for NPC movement and battles

### 2017/01 - 2017/04 Virtual Reality Escape Room Game

*C# Development*

- Modeled and developed interactions for custom made household objects
- Programmed scripts and interaction for items imported from the asset store
- Implemented level design, puzzle layout, and user navigation

### 2016/09 - 2016/12 Submarine Game

*C++ Development*

- 3-Part assignment developed using the OpenGL Library
- Implemented 3D modeling of submarines, metaball generated terrains, enemy AI, and collision detection

## Skills

**Level Design** (Developed the game/puzzle layout for my VR game and map layout for my Pokemon game)

**UI Design** (Knowledge of requirements to build an intuitive UI)