

Rashil Gandhi

COMPUTER SCIENCE AND ENGINEERING UNDERGRADUATE

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Education

Indian Institute of Technology Kharagpur

DUAL DEGREE IN COMPUTER SCIENCE AND ENGINEERING, CGPA: 9.24/10.00

WB, India

Class of 2023

Pace Junior Science College Mumbai

HIGHER SECONDARY CERTIFICATE EXAMINATION (MSBSHSE), PERCENTAGE: 92.46%

MH, India

Class of 2018

Apeejay School Mumbai

SECONDARY SCHOOL CERTIFICATE EXAMINATION (CBSE), PERCENTAGE: 97.40%

MH, India

Class of 2016

Skills

Languages HTML/CSS, C, C++, Python

Software Visual Studio, SolidWorks, ANSYS, Unreal Engine, FL Studio

Courses

ML Coding Blocks

MACHINE LEARNING IN PYTHON

Online

May 2019 - Present

Unreal Engine Developer Udemmy

GAME DEVELOPMENT IN C++ AND UNREAL ENGINE

Online

June 2018 - Present

Algo++ Coding Blocks Delhi

ADVANCED DATA STRUCTURES AND ALGORITHMS IN C++

DL, India

June 2019 - July 2019

FL Studio Master Udemmy

MUSIC PRODUCTION IN FRUITY LOOPS STUDIO

Online

May 2016 - June 2016

Projects

3D Model: Heat Sink

- A scale model of a computer heat sink with real-time heat flow analysis.
- Designed in SolidWorks and simulations run in ANSYS.

Game: Building Escape

- An ongoing project of building a 3D puzzler in Unreal Engine.
- Utilizes Blueprint and object-oriented C++.

Game: Bulls and Cows

- A simple console-based word game.
- Written entirely in object-oriented C++.

Music: Two simple trance tracks

- Pet projects, composing electronic music in FL Studio.
- Created entirely using DAW and without any real-life instruments.

Achievements

Joint Entrance Examination - Advanced Common Rank 362, 2018

Kishore Vaigyanik Protsahan Yojana Fellowship Awardee, 2017

National Talent Search Examination Scholarship Awardee, 2016

Homi Bhabha Balvaidnyanik Competition Silver Medallist, 2015