ROBERT ROUHANI

VIRTUAL REALITY DEVELOPER

Hey there, I'm a computer scientist and game developer with a passion for virtual reality. I love learning, rapid prototyping, and finding creative solutions to hard problems.

CONTACT

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EDUCATION

**B.Sc. Computer Science /
Games and Simulation Arts & Science**
Rensselaer Polytechnic Institute
May 2016

SKILLS

Programming Languages
C/C++, C#, JavaScript, Python

Software
Unity3D, Unreal Engine 4, git, Visual Studio, WinApi, Xamarin, Kinect SDK, Blender, Photoshop, Illustrator, InDesign, Premiere Pro

VR Devices & Platforms
HTC Vive, Oculus Rift CV1, DK2, DK1, Leap Motion, Google Cardboard, Razer Hydra, CAVE

WORK EXPERIENCE

CISL @ EMPAC | Research Specialist, Sr.   Apr 2017 - Present
Building out the architecture and some tools for a smart room. My main focus is on spatial intelligence and a system that unifies the output of several students' tracking research. I am also assisting in optimizing the individual technologies for use in real-time. I am also working on a zero-configuration sensor network for horizontal scalability. Languages used include Javascript, C, C++, C#, Java (Android), Python, and Matlab.

Ilium VR, Inc. | Co-Founder & CTO   May 2015 - Jan 2017
Developed platform-neutral software and APIs to find process data from our controllers and cameras. Created Unity3D and Unreal Engine 4 plugins and demo games on top. Worked closely with a number of game studios to iterate on our APIs and plugins.

Vital Vio, Inc. | Intern   May 2014 - Aug 2015
Built calibration and data collection software used while production remained in-house with Python/Django and C#. Worked with spectrometers to calculate metrics like lumens/watt, CCT, and CRI.

RELEVANT EXPERIENCE

Freelancing   Aug 2016 - Present
Worked with a number of clients around the world on various projects. Highlights include consulting on advanced OpenGL topics, development of a Unity native rendering plugin for texture streaming, and a C++ background service that touches most of the Windows API surface.

SharpFont | Author & Maintainer   Jan 2012 - Present
Created a C# wrapper for FreeType2 with a focus on a clean public API with the look-and-feel of a C# library. Used by Monogame, OpenRA, Xenko, WaveEngine, and others. In total 100,000+ downloads.

LEADERSHIP & ACTIVITIES

HackRPI | Co-Founder & Organizer   Feb 2014 - May 2015
Organized a hackathon hosting 500 students from 70 schools. My focus was on design and sponsorship. I closed over $35,000 in fundraising out of a $50,000 budget and designed packets, shirts, stickers, and banners.

Rensselaer Center For Open Source | Coordinator   Aug 2013 - Dec 2015
Led an organization as it grew from 60 members to 150 in a year. Closely mentored a small group of students working on their own projects.