# **ROHAN MAHARJAN**

700 University Avenue, Monroe, LA 71209 ♦ (318) 538-9201 ♦ Rohan9841@gmail.com

PROFESSIONAL SUMMARY
Highly motivated and detail-oriented application developer with 2+ years of experience in creating interactive
and immersive 3D application in a fast-paced environment using Unity game engine. Has strong critical
thinking and analytical skills to solve complex problems. Bilingual and well-spoken with strong
communication skills and the ability to work closely with people of all different backgrounds and personalities.
EDUCATION —
Bachelor of Science - Computer Science, May 2020
University of Louisiana Monroe - Monroe, LA
<b>GPA</b> - 3.89
— WORK HISTORY —

#### Web Developer, 08/2016 to Current

University of Louisiana Monroe – Monroe, Louisiana

- Built data visualization tool using D3.js library to help phage researchers find cure for tuberculosis which increased their understanding of different phage genomes.
- Successfully interpreted the phage data to draw conclusions for research action and strategy.
- Wrote clean and efficient code in HTML, CSS, PHP, and JavaScript libraries for re-usability and scalability.
- Optimized web assets and wrote faster algorithms to improve performance which increased speed by 12%.
- Developed and designed MySQL databases to store and retrieve millions of phage data and studied them using the visualization tool.
- Used the agile process to create server-side and user-interface for faster development.

#### **3D Augmented Reality Developer**, 01/2017 to Current

**University of Louisiana Monroe** – Monroe, Louisiana

- Developed interactive augmented reality application using Unity for the university museum which gave visitors an innovative way to learn about the artifacts.
- Wrote C# scripts in visual studio to develop a user interface for cross-platform devices in augmented reality which enabled students using any smartphones to use the application.
- Used Vuforia engine for advanced image recognition and efficient database management.

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# SKILLS —

## Languages

• C#, Java, Python, PHP, SQL, JavaScript, HTML5, CSS3

#### **Tools**

• Unity 3D, Blender 3D, Autodesk 3D Studio Max, MS Visual Studio code, Android Studio, Eclipse

#### **Frameworks**

• Spring IOC, Spring MVC, Spring DAO, Spring AOP, D3.js, C3.js

#### **Database Management**

• MySQL, Oracle DB, Mongo DB, Vuforia

#### **Version Control**

• Git, Bitbucket, SVN

#### **Research and Planning**

Identifying problems, Gathering Information, Developing Solutions, Calculating Results, SDLC, Agile,
Scrum

# LEADERSHIP ROLES AND INVOLVEMENT –

## Association for Computing Machinery, Member, 08/2016 to Current

- Discuss various computer technologies and career opportunities to promote growth and understanding of Computer Science.
- Participate in programming contest each semester to measure and improve individual programming skill.

## Campus Activities Board, Member, 01/2017 to 01/2018

- Plan and coordinate various events for ULM students that foster social, recreational, and leadership development.
- Work with people of different backgrounds and cultures to use the largest organizational budget on campus to conduct various student activities and events.

## Nepalese Student Association, Web master, 08/2016 to 08/2017

- Manage the organization's website and edit contents as required.
- Organize different on-campus events to promote intercultural harmony and friendship.

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#### REFERENCES —

- Paul Wiedemeier, Associate Professor, University of Louisiana Monroe (318)342-1856, wiedemeier@ulm.edu
- Lon Smith, Academic Advisor, University of Louisiana Monroe (318)342-1846, <a href="mailto:lsmith@ulm.edu">lsmith@ulm.edu</a>
- Joydeep Bhattacharjee, Associate Professor, University of Louisiana Monroe (318)342-1946, joydeep@ulm.edu