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# ROHAN MAHARJAN

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## PROFESSIONAL SUMMARY

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Highly motivated and detail-oriented application developer with 2+ years of experience in creating an interactive and immersive 3D application in a fast-paced environment using the Unity game engine. Has the ability to work well in a team and independently and is continuously seeking to improve skills. Possesses strong problem-solving and analytical skills with an ability to quickly and efficiently convey technical and complex ideas. Takes pride in work and has the energy and desire to make a significant impact in a small, fast-growing company.

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## EDUCATION

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**Bachelor of Science** - Computer Science, May 2020

**University of Louisiana Monroe** - Monroe, LA

**GPA** - 3.89

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## WORK HISTORY

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**Virtual Reality developer Intern**, 01/2017 to Current

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

- Developed interactive first-person virtual reality games for cardboard VR using Unity game engine and blender modeling software that sparked interest in faculties to introduce VR technologies in the university.
- Integrated spatial audio and voice interface in 3D character VR application.
- Wrote clean and efficient code using C# to implement head tracking, motion tracking and touch actions which enabled immersive user experience.
- Optimized 3D assets that lowered rendering time and increased performance by 15%.
- Worked closely with a faculty to create user interface and implement game logic using agile process for faster development.

**3D Augmented Reality Development Research**, 05/2018 to Current

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

- Developed an 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 design a user interface for cross-platform devices in augmented reality which enabled students using both Android and iOS to use the application.
- Used Vuforia engine for advanced image recognition and efficient database management.

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## SKILLS

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### Languages

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

### Tools

- Unity 3D, Airbrake, Backlog, Oculus VR, Cardboard VR, Blender 3D, Autodesk 3D Studio Max, MS Visual Studio, Android Studio, Eclipse

### Database Management

- Vuforia, MySQL, MongoDB, Oracle DB

### Version Control

- Git, Bitbucket, SVN

### Research and Planning

- Identifying problems, Gathering Information, Developing Solutions, Calculating Results, Software Development Life Cycle, Agile, Scrum

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## LEADERSHIP ROLES AND INVOLVEMENT

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### 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

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- **Sagun Maharjan, Software Developer, Pearson**  
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- **Paul Wiedemeier, Associate Professor, University of Louisiana Monroe**  
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