ROHAN MAHARJAN

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PROFESSIONAL SUMMARY

Highly motivated and detail-oriented application developer with 2+ years of experience in creating interactive and immersive virtual and augmented reality application in a fast-paced environment using Unity game engine. Has strong problem-solving, trouble shooting, analytical and organization skills with knowledge of various emerging technologies. Possesses excellent computer skills and the ability to process detailed information in an accurate manner. Well-spoken and has strong listening, written and verbal communication and interpersonal 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

GPA - 3.89

WORK HISTORY

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 with animation of a 3D character in VR application.
- Wrote clean and efficient code using C# to implement head tracking, motion tracking and touch actions along with user session management which enabled immersive user experience.
- Optimized 3D assets that lowered rendering time and increased performance by 15%.

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.
- Integrated IoT in AR applications for automatic update of application data and content visualization.

SKILLS

Languages

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

Tools

- Unity 3D, IoT, 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, Object-Oriented Programming, 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.

REFERENCES

- **Sagun Maharjan, Software Developer, Pearson**
  (617)233-4076, sagun.maharjan@pearson.com

- **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, lsmith@ulm.edu

- **Joydeep Bhattacharjee, Associate Professor, University of Louisiana Monroe**
  (318)342-1946, joydeep@ulm.edu