ROHAN MAHARJAN

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PROFESSIONAL SUMMARY

Highly motivated and result-oriented application developer with 2+ years of experience in creating interactive and immersive virtual and augmented reality applications in a fast-paced environment using the Unity game engine. Has strong problem-solving skills with the ability to multitask efficiently. Dynamic Creative Developer with a focus on performance and test-driven development. Has strong listening, written and verbal communication and interpersonal skills with excellent customer service 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 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, MS PowerPoint, Excel, 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, 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