**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

**GPA** -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](mailto:wiedemeier@ulm.edu)

* **Lon Smith, Academic Advisor, University of Louisiana Monroe**

      (318)342-1846, [lsmith@ulm.edu](mailto:lsmith@ulm.edu)

* **Joydeep Bhattacharjee, Associate Professor, University of Louisiana Monroe**

       (318)342-1946, [joydeep@ulm.edu](mailto:joydeep@ulm.edu)