**ROHAN MAHARJAN**

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**Professional Summary**

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.

**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 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.

**Skills**

**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

**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](mailto:sagun.maharjan@pearson.com)

* **Paul Wiedemeier, Associate Professor, University of Louisiana Monroe**

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

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

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