**ROHAN MAHARJAN**

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**Professional Summary**

Highly motivated and self-starter application developer with 2+ years of experience in creating interactive and immersive VR/AR applications in a fast-paced environment using the Unity game engine. Has strong problem-solving, analytical and decision-making skills with the ability to multitask efficiently. Possesses experience to grasp and execute new development platforms and to design and develop new products from concept. 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.
* Consumed SDK’s and API’s like Android SDK, GoogleVR SDK, MediaRecorder API, Camera API etc
* 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, AWS, Google Cloud, IoT, Raspberry Pi, Arduino, Bluetooth, Wi-Fi, 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

**Concepts and Practices**

* Software Development Life Cycle, Agile, Scrum, Object Oriented Programming, JSON

**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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