



# Rohan Mohite

I'm a programmer who strives to write clean, cache friendly code. I'm always eager to learn and leverage my skills.



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Chiplun, India



rohanmohite2001.github.io/Portfolio/



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## SKILLS

Photon Pun2

C/C++

Python

Java

HTML

CSS

JavaScript

Bootstrap

C#

DSA

Unity

3D Maths

OpenGL

## LANGUAGES

English

Full Professional Proficiency

Hindi

Full Professional Proficiency

Marathi

Full Professional Proficiency

## HOBBIES

Exploring Internet

Listening music

Drawing

Playing Games

Creating games

## EDUCATION

BE

Finolex Academy of Management and Technology, Ratnagiri

07/2018 - 07/2022

CGPI - 7.44

Courses

- Information Technology

## INTERNSHIP

Unity Game Programmer Intern

Wharf Street Studios

07/2023 - 10/2023

Mumbai, India

Achievements/Tasks

- Understand UI system in unity (loading screen, login screen, scrollbars, screen management)
- Made Horse race 3d game from scratch (understand terrain, waypoints, AI player, countdown, player movements, animation controller, camera follow, multiplayer with Photon pun2, lobby, rooms creation)

Unity Game Developer Intern

Gamebee Studio

03/2024 - 05/2024

Mumbai, India

Achievements/Tasks

- Worked with Unity UI
- Implemented programs with OOPs concepts and solid principles
- Worked with integrated external animation packages like DoTween
- Created game with FBInstant SDK

Junior Unity game Developer

Gamebee Studio

06/2024 - present

Mumbai, India

Achievements/Tasks

- Gain knowledge in interstitial and rewarded ads (chartboost, helium), in-app Purchases (IAP), solar analytics, 3d maths
- Worked in Playcanvas and Godot engine other than unity
- Worked on amazon, TvOS games

## PROJECTS

Voice assistant based corona virus web scraper

- Fetch the data from API and show it to the user
- Python libraries, CSS, Html and javascript are used

Unity projects

- Floppy bird
- Pong
- Horse racing 3d (offline/online) - Created Horse racing 3d game from scratch including UI, player selection, horse animation controller, countdown, stamina bar, game over logic, room using photon pun2 for multiplayer.
- Kitchen King - Its a fun game about chef that have to make dishes when order comes. Learn about uses of Interfaces, shaders, audio, scriptable objects, UI, Virtual camera, input systems, animation