

Rohit Punjabi

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Portfolio: <https://rohit-punjabi.github.io> | GitHub: <https://github.com/Rohit-Punjabi>

EDUCATION:

Master of Science in Computer Science, Expected May 2023
DigiPen Institute of Technology, Redmond WA | GPA: 3.4/4

Bachelor of Engineering in Information Technology, May 2021
Thadomal Shahani Engineering College, Mumbai India | CGPA: 8.3/10

SKILLS:

Coding Languages : C/C++, C#, Python, HTML, Lua
Tools and IDE : Visual Studio, Git, Qt, Jira
Game Engine : Unity, Unreal

ACADEMIC PROJECTS:

3D Game Engine, September 2022 - Current

- Working on a team of 6 as a **Game Design Lead** in an Agile development environment to make a 3D game engine using **SDL, C++, LUA, and OpenGL**.
- Added a game state manager that uses a doubly linked list approach to control the game states.
- Implemented **Physics-based collision detection**, and **Audio Controlling functionalities**.

Top Down Shooter, January 2022 - April 2022

- Worked with a team of 4 to make a 2D component-based engine using **SDL, C++, Lua, and OpenGL**.
- Implemented **Input Handling** through scripting, and **Collision Detection**.
- Designed two levels for the game and applied **Behavior Tree** on an enemy for Boss Level.

Planning with Smart Objects, March 2022 - April 2022

- Built a tech demo with a team of 3 to show the implementation of **Goal Oriented Object Planning** with **Smart Objects** and **Finite State machine**.
- Developed the demo using **Unreal**.

PERSONAL PROJECTS:

LUDO Board Game, January 2021 - May 2021

- Built a 3D, single-player version of the popular board game Ludo.
- Developed the game using **Unity3D** and **C#**.

Shooting Madness, May 2020

- Developed a 3D box shooting mobile game using **Unity3D**, and **C#**.
- Link: https://play.google.com/store/apps/details?id=com.RMP.Shooting_Madness

PUBLICATIONS:

Artificial Intelligence for Future Technology: LUDOTRIX, October 2020

- International Research Journal of Engineering and Technology(IRJET), Volume: 07, Issue: 10
- Link: <https://www.irjet.net/archives/V7/i10/IRJET-V7I10286.pdf>

A Scalable Method for Conversion of Typed Text into handwritten Text, November 2020

- International Journal for Research in Applied Science and Engineering Technology(IJRASET), Volume: 08, Issue: XI
- DOI: <https://doi.org/10.22214/ijraset.2020.32273>

PROFESSIONAL EXPERIENCE:

Java Developer Intern | Trivia Software | Mumbai, India, June 2019 – August 2019

- Developed a user-friendly application to accept data from the user and store it in the database using core Java and Hibernate.
- Applied technical skills to deliver specifications, program changes, scripts, and documentation.
- Recognized errors and improved code that led to a rise in app stability.