

Roshan Sevalia

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WORK EXPERIENCE AND PROJECTS

Amazon, Software Development Engineering Intern Seattle, WA | Jun 2021 – Sep 2021

- Implemented an analysis tool to streamline the development and debugging of AppStream 2.0.
- Targeted a 60% reduction in the time to diagnose where issues occurred.
- Tool will accelerate analysis of errors and resolve tickets faster for tens of thousands of customers, including GE, Samsung, and Siemens.

Self-Employed, Game Developer San Jose, CA | Jul 2019 – Now

- Co-developing online, multiplayer action game, *Tankista*, using Unity and C# with a friend.
- Developed a scalable AI player system to easily mix and match opponent behavior components.
- Developed a level builder tool to support community-driven content.
- Built flexible game management system to easily make new modes within a day and wrote the UI code.
- Website: <https://rrsoftware.github.io>

Cisco, High School STEM Job Shadow and Hackathon Santa Clara, CA | Jul 2019

- Job shadowed and participated in Collab Hacks 2019.
- Developed a browser extension for acronym lookup tool, won Yellow Level prize and innovation award.
- Learned about network and software engineering, product management, and customer support.

Sliding Blocc San Jose, CA | May 2018

- Created a side-scrolling platformer engine and game in a month with 2 classmates from scratch using Java Swing.
- Wrote a custom physics system with collision detection and gravity.
- Made texturing system for our stage elements and a framework for building levels.
- Website: <https://github.com/gvipat/Sliding-Blocc>

SoPact, Intern Fremont, CA | Summer 2017, 2018

- Developed marketing content to promote company's impact measurement tools
- Implemented search engine optimization for the company's website.

SiTime Corporation, Intern Santa Clara, CA | Jun – Jul 2017

- Developed 4 technical videos for a new product launch and localized them for China, Japan.
- Videos helped generate a sales pipeline of several million dollars.
- Assisted with graphics and visuals for modernizing SiTime's website, which went live in October 2017.

EDUCATION

Santa Clara University BS (Computer Science & Engineering) Class of 2023

- GPA 3.86, Dean's List for 2019-2020
- Key completed classes: Advanced Data Structures, Logic Design, Multivariable Calculus, Circuits, Embedded Systems, Linear Algebra, and Programming Languages.

UCLA Game Lab Summer Session Jul – Aug 2018

- Attended 2-week, college-credit class for creative arts in game design.
- Learned 3D modelling, animation, and world building in Unity.

EXTRACURRICULAR ACTIVITIES

Ernie Reyes West Coast Martial Arts	4 th Degree Black Belt	2009 – 2021
Creative Game Design Club	President	2018 – 2019
Boy Scouts of America	Star, Troop Guide	2012 – 2019
Photography Club		2015 – 2018

SKILLS

Proficient: Java, C#, C/C++, Unity, Git

Familiar: Swift, GLSL, MATLAB, Spanish, ARM Assembly, Rust