



Rohit Ramesh

GAME DEVELOPMENT | HUMAN COMPUTER INTERACTION | MIXED
REALITY (AR/VR)

Education

Student Exchange Program (GSP), University of California, Davis, Davis

SEPTEMBER 2021 – DECEMBER 2021

Open Studies, Xamk Open University of Applied Sciences

NOVEMBER 2020 – NOVEMBER 2021

Grade H (Accepted)

Bachelor of Technology, SRM Institute Of Science & Technology (Deemed University), Chennai

JUNE 2018 – PRESENT

Higher Secondary Education, PACE Junior Science College, Mumbai

APRIL 2016 – MAY 2018

Employment History

Board Member and Undergraduate Developer, Next Tech Labs, Chennai

JULY 2019 – PRESENT

- Leading a team of student researchers in the field of AR/VR, Game Design and Human-Computer Interaction.
- Researched Game Development, Human Computer Interaction and Machine Learning within Pausch Lab, NTL's HCI division. [Worked on projects under guidance of peers from Universities like MIT & UC Berkeley.](#)

Treasurer, SRM ACM SIGCHI Student Chapter, Chennai

JUNE 2020 – PRESENT

Conducted talks revolving CHI fields of interest (Game Development, AR/VR Implementation, Web & Mobile Application Creation etc.)

Membership ID# 3973442

Research and Development Team Member, IEEE SRM SB, Chennai

DECEMBER 2020 – PRESENT

Conducting and participating in hackathons, gameathons and creating projects with IEEE peers

Membership ID# 97511254

Internships

XR Developer , Alter Learning, Davis

JUNE 2021 – PRESENT

Software Development Intern, Siemens Technologies, Chennai

JUNE 2021 – JULY 2021

3-D Designer , Different Strokes, Ahmedabad

JUNE 2020 – OCTOBER 2020

Details

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DATE OF BIRTH

7/10/2000

Links

[LinkedIn](#)

[Github](#)

[Youtube](#)

Skills

Unity 3D

Unreal Engine

AR/VR/MR

3D Design

Blender

UI/UX Design

Game Development/Design

Languages

English

Hindi

Tamil

Malayalam

German

Made pump model and animation for advertisement (created using Autodesk Maya and Blender) and Mask Model (created using Blender)

Graphics Design and Social Media Head, IVentors Initiatives, Chennai

MAY 2020 – NOVEMBER 2020

Designed, implemented and prototyped ideas for social media pages, events and website, whilst leading team of 4-10 interns and employees to create illustrations and content.

Graphics Designer, WOQOD (Qatar Fuel), Doha

NOVEMBER 2019 – JANUARY 2020

Created graphic illustrations and vector designs for company's new webpages.

Projects

Anti-ViRL

FEBRUARY 2021 – MARCH 2021

Created PC/Mobile AR multiplayer application for AngelHack COVID Gameathon, secured **3rd position** competing against **60+ teams across India**

ARchitect , Chennai

SEPTEMBER 2020 – SEPTEMBER 2020

AR architecture and interior design application using Unity Engine, Google ARCore and EchoAR cloud database, made for ACM-MCOE Hacksprint 3.0

Spaced Out, Chennai

JULY 2020 – JULY 2020

Restrictive theme-based game made on Unity Engine for GMTK game jam 2020

Stronger Together

FEBRUARY 2021 – PRESENT

Game made with Unity Engine 2019.4.20 LTS and Aseprite for Brackeys Game Jam 5

Escape Room - A VR experience, Chennai

JANUARY 2020 – APRIL 2021

Created an escape room VR experience using Unity 2019 and Oculus Rift Unity plugin

Extra-curricular activities

UI/UX Designer, Youth India Foundation

JULY 2021 – OCTOBER 2021

Campus Catalyst, Bhumi, SRM Chapter, Chennai

OCTOBER 2018 – PRESENT

Volunteer and Instructor, SUDHA Society, Delhi

JANUARY 2021 – JULY 2021

Student Volunteer, Mentors Without Borders

JANUARY 2021 – APRIL 2021