



Rohan Deuskar

Experience

Aug 2021-Oct 2021

Backend Engineer • Intern • Keyaro Edutech Ltd.

Worked as a backend engineer intern developing clean and efficient features using Python for backend technology.

June 2021-July 2022

Coding Tutor • Tutor • Codingal Technologies Ltd.

Taught and mentored students between ages 15-18 on Computer Science including topics such as OOPs, Database Management, etc.

Education

M.Sc. Computer Games at Queen Mary University of London

- Expected Grade: First-Class Honours (70% and above)

B.Sc. Computer Science at University of Mumbai, India

- 9.95 CGPA (Equivalent to 1st class Honors)

Projects

- **GPS based Tower Defense Mobile Game in Unity (Dissertation Project)**
Created a Mobile Game using Niantic Lightship Maps SDK in Unity.
[\[LINK TO GITHUB REPOSITORY\]](#)
- **3D Platformer Game in Unity (Own Project)**
Created a 3D Platformer with Jetpack Physics from scratch in Unity.
[\[LINK TO GITHUB REPOSITORY\]](#)
- **3D Maze Stealth Game in Unity (Group Coursework)**
Worked on Level Design, Game Manager, UI and other things.
[\[LINK TO GITHUB REPOSITORY\]](#) [\[LINK TO PLAYABLE VERSION\]](#)
- **Simple 2D Platformer, Game Programming Patterns Coursework**
Coded Game Programming patterns and EC architecture from scratch in C++.
[\[LINK TO GITHUB REPOSITORY\]](#)
- **Interactive Agents and Procedural Generation Coursework**
Coded some Behaviour Trees for Agents and a Cellular Automata in Unity.
[\[LINK TO GITHUB REPOSITORY\]](#) [\[LINK TO PLAYABLE VERSION\]](#)

References

Laurissa Tokarchuk: Senior Lecturer at Queen Mary University of London

Contact: laurissa.tokarchuk@qmul.ac.uk

Diego Perez-Liebana, Senior Lecturer at Queen Mary University of London

Contact: diego.perez@qmul.ac.uk

Yash Banwani, Co-founder of Seekho App

Contact: yashbanw@seekhoapp.com



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Skills

- Programming Fundamentals
- C++ / C#
- Python
- Game Programming
- Game AI