Dhrushit Raval

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Rust | Python | Java | TypeScript
FlaxJS | Webpack | Cocos2d-js | Angular.js |
Ecmascript (Javascript) | Android | Yeoman

Summary

Currently looking for a **Summer internship (2022)** in Graphics, AR/VR and Animation technologies. Previously was an educational 2d web-game developer.

Education

Rochester Institute of Technology, USA (current)	Master of Science in Computer Science	4.0 / 4.0 GPA
Nirma University, India	B.Tech. in Computer Engineering	7.83 / 10 (2016)

Current Courses

Foundations of Graphics, **Computational Geometry**, **Animation Algorithms**, Intro to Machine Learning

Experience

TEACHING ASSISTANT, ROCHESTER INSTITUTE OF TECHNOLOGY, NY   **AUG 2021 - JUL 2022**

- Tutoring undergrads in Python and Java.

SOFTWARE DEVELOPER, PLAYPOWER LABS, GANDHINAGAR   **AUG 2017 - JUL 2020**

- Standardized development process and code templates to reduce the **delivery time to 30% of original**.
- Developed multiple web based **2D games** in **Cocos2DJS** for a client (Scientific Learning, now part of Carnegie Learning) which helped 30000 students learn phonetics, grammar, sentence construction in english every day.
- Improved the memory consumption by capping the usage to about **25% of original**, allowing multiple games to be played in one session on low configuration devices and preventing game crashes.
- Improved SDK that brought overall session stability at 99.9%(as reported by the client) by fixing the client end.
- Created 2D games and client side API for Upgrade, an in-house **A/B testing tool**, to help conduct UI/UX related experiments on top of in-house games in collaboration with **Carnegie Learning**.
- RESEARCH**:**
  - Optimizing an Educational Game Using UpGrade: Challenges and Opportunities
    - https://drive.google.com/file/d/16MQ49fJxNA0VnL0XVRQtnBagXObZ4ze-/view
  - Should We Add a Progress Meter? How A/B Testing Can Support Rapid Cycles of Data-Informed Design
    - https://drive.google.com/file/d/1DtKD2U578fOoW7_fTZBGuT4K0hGTxf7_/view

CORPORATE ASSISTANT ENGINEER, SAMSUNG INDIA ELECTRONICS, NOIDA   **JULY 2016-AUG 2017**

- Created **patches** for issues related to Samsung's EMail app (Android) across different app versions and devices.
- Responsible for overall **testing** of the EMail app before the release of a new version.
- Gained experience working on a large codebase collaborated by many devs across the globe.

INTERN, SAMSUNG ELECTRONICS, NOIDA   **JAN 2016-JUNE 2016**

- Developed an android application that allows users to query their own phone for contacts, notifications, call logs, messages, location and battery status via SMS and EMail.

Academic Projects

- Learning **UNREAL ENGINE** to create visual 3D effects with VR using the particle system.
- Working on creating pedagogical tool to visualize line intersection algorithm using **THREE.js**
- Rendered a scene with 2 primitive objects, spotlighting and point light using **Web-GL** and jsMatrix.
  Animation Projects and Assignments : https://dhrushit-rit.github.io/CSCI712/ (website)
  https://github.com/dhrushit-RIT/CSCI712 (github)
  Graphics Projects and Assignments : https://dhrushit-rit.github.io/webgl/ (website)
  Computational Geometry : https://github.com/dhrushit-RIT/CSCI716