# Mahi Pasarkar

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https://github.com/mahi-pas | https://www.linkedin.com/in/mahi-pasarkar/ | https://rainyelephant.itch.io/

## Education

**Rensselaer Polytechnic Institute** | Troy, NY                                        Aug 2020 - May 2024

Bachelor of Science in Computer Science and Games and Simulation Arts and Sciences                GPA: 3.62

- Achieved Dean's Honors List 2020, 2021, and 2022

## Experience

**Rainy Elephant Studios** | Troy, NY                                        December 2022 - Present

*Lead Game Developer - https://rainyelephant.itch.io/hammer-time*

- Developing a 3D open-world first-person platformer with unique movement and combat mechanics based on a hammer
- Developed polished prototype in only a week with finished art, music, sound effects, character controller, 3 unique enemies, animations, and completed gameplay loop.
- Used Unity and C# to create a wave-based spawning system, a grappling hook, a hammer attack, enemy AI, and an upgrade system. Utilized Unity Render Textures to create a pixelated effect.
- Generated sound effects, composed music for the game, and created all 3D models.

**IBM Open Horizon** | Troy, NY, Remote                                        September 2022 - Present

*SmartAg Developer - https://github.com/open-horizon-services/service-qr-code-generator*

- Using Docker containers to deploy solutions to edge computing devices and Python and Flask to develop.
- Working on SmartAg project to help farmers using edge computing devices.
- Created API endpoints to input queries and store IP addresses for client devices.

**Sanofi** | Bridgewater, NJ, Hybrid                                        Jun 2022 - Present

*Intern in Global Regulatory CMC*

- Big impact harmonizing product overview documents into one standardized word template to support the lifecycle management of pharmaceutical products.
- Experience with regulatory and quality management standard operating procedures and work practices.
- Creating slide decks and organizing meetings to support the Global Health Unit Project.

**Shuttle Tracker** | Troy, NY                                        Jan 2022 - May 2022

*Server Developer - https://github.com/wtg/Shuttle-Tracker-Server*

- Worked on a large open-source project that serves the campus community by tracking the location of shuttles.
- Implemented analytics endpoints in the server using Swift, JSON, and PostgreSQL
- Designed solutions for server-end goals, such as receiving and storing analytics data from various front ends and calculating and displaying data quality for bus locations and documented thoroughly on the github wiki.

## Skills

**Programming Languages:** C#, C++, C, Python, GDScript, Java, Swift, JSON, Docker, MIPS Assembly, LaTeX, Prolog, Scheme, Haskell

**Software:** Unity, Godot, Unreal, Adobe Photoshop, Veeva Vault RIM, Autodesk Maya, Blender, Microsoft Office, Git, Perforce

## Activities

- Member of Service Fraternity Alpha Phi Omega
- Member of the National Society of Leadership and Success