

Mahi Pasarkar

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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

Submittity | Troy, NY

Jan 2023 - Present

Software Developer

- Using PHP, Javascript, Twig, Python, HTML, CSS, and PostgreSQL to develop a website that manages courses for computer science departments of several schools.
- Using PHP, Javascript, and Twig to add a pronouns field to user profile pages.
- Creating migrations in Python to alter fields in the PostgreSQL database in order to store user pronouns.
- Using PHP, Javascript, Twig, and CSS to display pronouns to instructors in relevant areas.

AI Movement Agents | Troy, NY

Jan 2023 - Present

Lead Developer - <https://github.com/mahi-pas/AI-Movement-Agents>

- Developing robust agents in Unity using C# that can navigate a 2D space in a variety of ways. All movement is dynamic (acceleration-based)
- Movement Modes: Predictive Pursue (Predicts location of target), Evade, Path Follow, Flocking (Boids)
- Obstacle Avoidance Modes: Raycast, Cone Check, Collision Prediction (Predicts location of obstacles in the future by taking its current velocity)
- Features: Dynamic Obstacle Avoidance Mode (chosen based on situation), Dynamic (Acceleration based) Agent Movement, Player Movement, Agents can pursue any Transform

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 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, HTML5, CSS, Javascript, PHP, Twig, PostgreSQL

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