

# 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

**Submitty** | 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.

**Rainy Elephant Studios** | Troy, NY

Dec 2022 - Present

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

- Developing a 3D open-world first-person platformer with unique movement and hammer-based combat.
- Developed a polished prototype in a week with finished art, music, sound effects, character controller, 3 unique enemies, animations, and a 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.
- Used object-oriented principles and inheritance to create enemy AI, with an enemy class that enemies inherit from, as well as a hittable object class all hittable objects inherit from.

**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