

# Rammohan Ramanathan

rammohanjob95@gmail.com | (650)-933-8991 | github.com/ramgmtk

## Education

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### University of California, Santa Cruz - Bachelors of Science Computer Science: Computer Game Design

Sept 2019 - June 2021

- **GPA: 3.8** Achieved with Highest Honors
- Relevant Coursework in: Game AI, Parallel and Concurrent Programming, Game Graphics

### De Anza College - Associates in Arts, Emphasis in Behavioral Sciences

Sept 2013 - June 2017

## Objective

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I am a Computer Science Graduate seeking work experience and technical knowledge in software development. I believe my skills and general candor will enable me to contribute to a professional team and help both grow myself as a programmer while being a positive force on a project.

## Project Work

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### Seven - UCSC Capstone Project

During my final Year at UCSC I worked with 2 programmers and 8 members of other disciplines to create a game in the Unity Game Engine. Though I was met with challenges regarding the scope of our project, I was able to effectively communicate to the other disciplines of the team what I felt needed to be done in order to finish on time while having a complete product. I also learned the importance of planning, documentation, and communication between my fellow programmers for the systems we created to set up the base of our game.

### Dynamic Dungeon Generation

I worked with two other students to make a dynamic level generator and manager for my game ai classes final project. The project aimed to create a sequence of levels and dynamically adjust them using AI techniques in order to maintain 'drama' for the user. These needs were met by utilizing constraint satisfaction and goal oriented action planning to generate a solvable sequence of levels. I made my own version of a min heap structure to implement the goal oriented action planner.

## Skills and Technology

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| ● Fluent in C++ with experience in python, C# | ● Unity Game Engine                      |
| ● Data Structure and Algorithm knowledge      | ● Github version control                 |
| ● Basic knowledge of concurrent programming   | ● Experience working in Unix environment |

## Interests

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Reading - Video Games - Jogging - Self Improvement - Expanding Programming Knowledge

## Relevant Links

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**Linkedin** - [linkedin.com/in/rammohan-ramanathan](https://www.linkedin.com/in/rammohan-ramanathan) | **Portfolio** - [ramgmtk.github.io](https://github.com/ramgmtk)