Rammohan Ramanathan

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Education

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

Amazon Web Services - Cloud Practitioner Certification
Dec 2023 - Dec 2026

Objective

I am a Computer Science Graduate seeking work experience in software development. I believe my skills and 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.

Software Skills

Languages	Skills	Technologies
Skilled: C++	Parallel and Concurrent Programming	Git/Github Version Control
Proficient: C#, python	Data Structures and Algorithms	Visual Studios, VIM
Experienced: Java, Javascript	OOP	Unity, Node.js, Android Studio

Project Work

Seven - UCSC Capstone Project (2021)
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 using C#. We designed our project to keep our code modular and easy to utilize. I learned the importance of planning, documentation, and communication between my fellow programmers to ensure smooth workflow.

Monte Carlo Tree Search - Tic Tac Toe AI (2023)
I prototyped an android app which plays tic tac toe against the user. The first pass of the program was done in C++ and utilizes monte carlo tree search to inform the tic tac toe bot of what moves to perform against the user. The bot utilizes a random rollout strategy. The code was then redone in Java, and made into an app using Android Studio. The app communicates with the Java MCTS files to update the state of the board on screen.

Relevant Links

Linkedin - linkedin.com/in/rammohan-ramanathan | **Portfolio** - ramgmtk.github.io