

# Rammohan Ramanathan

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## Education

- High School Diploma  
(2013) Monta Vista High School, Cupertino
- Associates in Arts, Emphasis in Behavioral Sciences (2017)  
DeAnza Community College, Cupertino
- Bachelors in Science, Computer Science Game Design  
(2021) University of California, Santa Cruz  
GPA: 3.8 | Highest Honors | Dean's List

## Work Experience

I have worked two retail jobs at Staples and Home Depot respectively. My duties involved seeing to customer's needs, providing assistance to fellow coworkers, carrying varying loads, and operating a cash register. These job's gave me a basis for work ethic and teamwork in the workplace.

I worked as an assistant for the website drbeen. My main task was to assist the CEO with general tasks, as well as to create template based web pages and share them with the website's audience through email. This job gave me a higher level workflow experience compared to retail work, and experience using different tools for the job such as slack.

My capstone project for my CompSci degree involved working in a team of 11 people with varying disciplines. Through a lot of research, management, and trial and error, we produced a video game in 1 year. I was one of three programmers on the team. This project gave me experience working on a long term project with a diverse team.

## Skills

- C++
- Javascript
- C#
- Python
- Problem Solving Skills
- Adaptability
- Basic knowledge of Data structures and Algorithms
- Basic knowledge of code optimization for multiple core processors
- Basic knowledge of Game Based A.I. Programming such as pathfinding, and behavior trees

## Links

- Github: [github.com/ramgmtk](https://github.com/ramgmtk)
- Portfolio: [ramgmtk.github.io](https://ramgmtk.github.io)