RISHI JAMMALAMADAKA

Pursuing B.S.Computer Science at Rutgers New Brunswick
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PERSONAL PROJECTS

Fluxblade Sandbox

June 2020 - *December* 2022 • **Independent** Project • **3D** FPS Sandbox game • Utilizes **Graph Theory**
- Fire projectiles that dynamically flow through uniquely placed, bipartite, graph node **actors**
- Solved game breaking problems, optimized code, learned **C++** and **Blueprints**
- Released game on https://sevadusk.itch.io/fluxblade-sandbox • Latest Build • **30+ Video Updates**

Honorbound Demo

January 2023 **W.I.P.** • **Independent** Project • **3D** Third Person Roguelike RPG • Heavy **Data Structure** Implementation
- Utilizes **Data Tables, Enums, Structs,** and **Maps** in Unreal Engine to efficiently get and set player stats, ability stats, and player influences. **Data structures** update solely upon adding more data to the data table, and allows for the instant addition, balancing, and updating of several abilities, stats, and influences for the player and **speeds up the development** process with clean and robust code.
    - Currently **25 player stats**, **10 abilities**, **20 influences**, and **50 categories** of varying upgrades with a unique enhancement system.
- Released game on https://sevadusk.itch.io/honorbound • **ALS** Movement System • **5+ Video Updates**

RJSD Showcase

April 2023 • Completed in **2 weeks** during my **6th** semester at **Rutgers** • **Personal website** • **3D** Web Application
- Utilizes **three.js** to make a playable game on a website that showcases my portfolio, qualifications, and expertise. This is a **Reactive website** that handles differences in window size and compatibility. Project consists of **4000+ lines of interconnected javascript files** combined with **CSS** and **HTML.**
- Website updated consistently with new ideas and feedback from previous versions.

Console Spot

May 2022 • **Group** Project • **Databases** and **Data Management** Web Application • Utilizes **SQL** and **JDBC**
- Sell consoles on a website hosted by **Apache Tomcat** in eclipse IDE

Fire Navigator

July 2022 • **Group** Project • **Artificial Intelligence** Agents in **Python** • **Jupyter** Notebooks
- Created AI Agents that navigate through an evolving maze in Python

JSON Parse

March 2019 • **Independent** Project • Handles JSON data with javascript library, **chart.js**

PROFICIENT PROGRAMMING LANGUAGES

C • C# • C++ • Python • UE Blueprints • Java • HTML • JSON • JS • OCAML • JDBC • MySQL • LaTeX

AREAS OF EXPERTISE

Game Engines • Game Design • Website Design • Graphic Design • Music • Data Management • Math • Algorithms • Systems Programming • Artificial Intelligence • Unreal Engine • Unity • Photoshop • Three.js3D • 3D

COURSES TAKEN

Calculus I • Calculus II • Introduction to Linear Algebra • Discrete I • Discrete II • Data Structures • Introduction to Artificial Intelligence • Computer Architecture • Systems Programming • Design and Analysis of Computer Algorithms • Numerical Analysis • General Physics • Graphic Design

EXPERIENCE

Tutor and **Volunteer** • Tutored in STEM for **40+** Hours and Volunteered for **over 160** Hours
HACKPHS x2 • **HACKSB** x3 • Hackathons • Made **3 Games** in Unity • Made **2 Games** in Python

EDUCATION

RUTGERS UNIVERSITY NEW BRUNSWICK, New Brunswick, NJ
Started **September 2020** - Graduating **January 2024** | 3x **Dean's List** - Fall 2020 | Spring 2022 | Fall 2022