ROHITH RAJKUMAR

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PERSONAL PROFILE STATEMENT

I am a Game developer and designer with a keen interest in Augmented Reality and Virtual Reality. I love exploring new domains in game designing and development and aspire to work alongside studios that will in turn help in honing my skills significantly.

QUALIFICATIONS

Vellore Institute of Technology, Chennai, India *June 2018-Present*
Bachelors of Technology in Mechanical Engineering *Cumulative GPA: 8.75/10.0*

Chettinad Vidyashram, Chennai, India *June 2003-May 2018*
CBSE – Computer Science *10th CGPA 10.0/10.0, 12th 94%*

PROFESSIONAL EXPERIENCES

Research Intern @ Nanyang Technical University, Singapore *August 2021- Dec 2021*
Worked on Building Information Modelling or BIM for construction site leveraging data collected from various precise active sensors. We successfully reconstructed dynamic altering construction sites.

Unity User Interface (UI) Developer @ Unitile Studios, Kolkata, India *April 2021- July 2021*
Worked on projects that were designed to provide a digital platform for conducting various interactive science experiments for school students. I led a team and worked on four different biology projects.

Member of Team Aviators @ VIT Chennai *Jan 2019 – Mar 2019*
Worked on RC aircraft – Micro class and Regular class Aircraft for SAE Competition. I worked on the aerodynamics team working on NACA profiling for airfoils.

Member of ATOM Robotics @ VIT Chennai *Jan 2019 – Feb 2021*
An Intelligent robotics and Space exploration team representing international competitions across the globe. Was part of its BattleBots and Autonomous Line Follower division as Division Head for a year.

Member of FE @ VIT Chennai *Oct 2019 – Feb 2020*
Was part of the formula electric car team focusing on national and international racing competitions. Worked in chassis department experiencing the string fundamentals of designing the backbone to the manufacturing.

Member of Robotics Club @ VIT Chennai *Jan 2019 – Mar 2020*
Have organized and led several events including the National Level Robotics Competition 'ROBOPRIX' as the Overall Student Coordinator, ABB Robotics, and several other workshops.

AREA OF EXPERTISE

Design Tools	Unreal Engine, Unity, Photoshop, Blender, After Effects, MagicaVoxel, SolidWorks
Programming	C#, Blueprints, C++, C, Embedded C, HTML, CSS
Interests	Game Mechanics, Modelling, Game Aesthetics, Level Designing, AR, VR
Linguistics	Fluent: English; Intermediate: Spanish, Hindi; Native: Tamil
Soft Skills	Team Work, Work Ethics, Flexibility, Assertiveness

ACCOLADES AND RECOGNITION

Winner of Autonomous Line follower McAdroit, SRM Ramapuram
Winner of Line Tracer ROBOPRIX'19, VIT Chennai

PERSONAL PROJECT

Drive 3-D Car Game using Unity Engine[Android Build] *September 2021*
The player is required to drive the car without crashing on the track. The speed increases gradually and the player is required to beat their high score.

Crystal Cave 3d Game using Unreal Engine [Blueprints] *July – August 2021*
The player (Ball) needs to roll the ball to the end by avoiding the obstacles and collecting the crystals to reach the next level, if he fails the level restarts. Once he finishes all levels the game gets over.

Mars Marine 3d Top-Down Shooter using Unreal Engine [Blueprints] *June – July 2021*
The player (Marine) needs to survive the alien spider attacks and stay alive. The alien spiders get spawned in waves. Once the player kills all the aliens that are spawned in a wave, a new wave of aliens arrives. In each wave, the number of alien spiders spawned increases. To survive through the alien attacks there are health packs present in the level which increases the player's health.

FPS Game [Kill Z] using Unity Engine [Prototype] *Mar – April 2021*
The Player is required to survive the zombie attacks in the forest and reach the end. The player is given guns and ammunition to kill the zombies. survive the zombie attacks in the forest and reach the end. The player is given guns and ammunition to kill the zombies.

VESTIUM- Smart Robotic Closet *May – Oct 2020*
Designed an 80*80 smart robotic furniture, which maximizes small spaces and will be poised to transform urban living. It is packed with plenty of space, hiding the bed when not in use, and allows to optimize space, with a touch of a button. It can be used as an entertainment center, home office, bedroom, storage all in one closet.

Augmented Reality Solar System using Unity Engine[Android Build] *Mar 2021*
Made a Solar system in **Unity** using the XR plugin and AR Foundation packages and exported as android APK.

3-D Space Shooter Game [Space Wars] using Unity Engine[WebGL Build] *Feb – Mar 2021*
Objective of the game is to dodge the enemies and reach the end. Used Unity's Timeline feature to set the player's path. Made the terrain using Unity's built-in systems and added SFX and audio instructions to the game.

2-D Platformer Game [Jungle Run] using Unity Engine[WebGL Build] *Jan – Feb 2021*
Player is supposed to dodge the enemies and collect coins and finish the levels. There are 5 levels and players are given 6 lives to finish it. The difficulty increases with levels in terms of speed and environmental hurdles.

Autonomous Line follower *Jan 2019 – Mar 2021*
Made using advanced PID Control system using Embedded C. Deployed in Arduino micro-controller. Cytron motor drivers, geared motors, and JSumo 16 array sensors were used to build the line follower.

2-D Space Shooter [Laser Defender] with Unity Engine[WebGL Build] *Nov 2020 – Dec 2020*
The Player is to dodge the enemies and shoot them. Three lives are given and when you kill the enemies the score increases until you lose the game goes on.

Cinematic scene and Trailer using Blender *Aug 2020 – Sep 2020*
Modelled and textured a sword and made an environment. Adjusted the lighting and imported a character and placed him in a scene. I used Blender Timeline to make a video clip and added sound effects to it and rendered it.

ARES- The BattleBot *Jan 2020 – Mar 2021*
Designed and built a BattleBot (class 60kg) with wedge and disc weapons fused together. Used Aluminum alloy for the chassis and Planetary motors and Cytron drivers for motion.

Haar-Cascade for Facial Tracking *Mar 2020 – May 2020*
Used custom-built Haar-Classifiers to effectually track a feature using Monocular vision by bounding vital features including eyes, nose, and mouth. Proves to be 91.73% accurate and robust upon evaluation.

DECLARATION

- I, Rohith R, hereby affirm that the aforementioned statistics are true to my knowledge, as of Mar 29th, 2022.
- References are available on request.