

# ROHITH RAJKUMAR

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## PERSONAL PROFILE STATEMENT

I am a Game Designer and Developer with a keen interest on character, weapon and scene designing with extensive experience in game programming. I am proficient in sculpting, rigging, texturing and animation components of game designing. I love exploring new domains in this field and aspire to work alongside accredited companies that will eventually hone my skills and push me beyond my limits.

## QUALIFICATIONS

**Vellore Institute of Technology, Chennai, India**

*June 2018-May 2022*

Bachelors of Technology in Mechanical Engineering

*Cumulative GPA: 8.66/10.0*

**Chettinad Vidyashram, Chennai, India**

*June 2003-May 2018*

CBSE – Computer Science

*10<sup>th</sup> CGPA 10.0/10.0, 12<sup>th</sup> 94%*

## PROFESSIONAL EXPERIENCES

**Research Intern @ Nanyang Technological University, Singapore**

*Aug 2021-Nov 2021*

Worked on BIM models using xeokit, an open-source 3D graphics SDK for viewing high-detail, full-precision 3D engineering and BIM models in the browser.

**Unity User Interface (UI) Developer @ Unitle Studios, Kolkata, India**

*April 2021- July 2021*

Worked on projects that was designed to provide a digital platform for conducting a variety of interactive science experiments for school students. Totally of four biology projects were done during my internship period in Unitle.

**Member of ATOM Robotics @ VIT Chennai**

*Jan 2020 – Feb 2021*

An Intelligent robotics and Space exploration team representing international competitions across the globe. Was part of Autonomous Line Follower division as Division Head for a year.

**Member of Formula Electric @ VIT Chennai**

*Oct 2019 – Jan 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 Team Aviators @ VIT Chennai**

*Jan 2019 – Mar 2019*

Worked on RC aircrafts – Micro class and Regular class Aircrafts for SAE Competition. I worked on aerodynamics team working on NACA profiling for airfoils.

## AREA OF EXPERTISE

**Design, Simulation Tools**

Unreal Engine, Unity, Blender, After Effects, SolidWorks

**Programming Tools**

C#, Blueprints, C++, C, Embedded C

**Interests**

Game Mechanics, Modelling, Game Aesthetics, Level Designing, AR, VR

**Linguistic knowledge**

Fluent: English; Intermediate: Spanish, Hindi; Native: Tamil

**Soft Skills**

Team Work, Work Ethics, Flexibility, Assertiveness

## ACCOLADES AND RECOGNITION

**Top 30, Internationally, AD Game Jam 2021**

IIT Gandhinagar

**Rajya Puraskar State Award (Scouts)**

Governor of State, Tamil Nadu

**Winner of Autonomous Line follower**

McAdroit, SRM Ramapuram

**Winner of Line Tracer**

ROBOPRIX'19, VIT Chennai

## PERSONAL PROJECT

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### **Acoustic Properties of Periodic structured Cylindrical Tubes** *Jan 2022 – May 2022*

Designed different periodically structured tubes (Hexagonal, Octagonal shaped) by varying cell size and cell wall thickness in SolidWorks. Studied their sound absorption coefficient using large impedance tube in COMSOL Multiphysics software and plotted the pressure values obtained in MATLAB.

### **Anime Styled Trailer using Blender and After Effects** *June 2022*

Created an anime styled shader and effects in Blender and imported animated characters from mixamo and set a cinematic scene. Finally, edited the clip, added sound effects and rendered it in After Effects.

### **3D Space Shooter Game [Space Wars 2082] using Unity Engine** *Dec 2021*

The player has the power source that the aliens are after. The aliens have coordinated attacks on all the bases. The rest of the power sources are lost. The last piece is required for the aliens to launch an attack on earth. Transport the power source back to earth.

### **Horror Trailer using Unity Timeline and After Effects** *Nov 2021*

Created a scary horror trailer using assets from Unity Asset Store and animated the scene using Unity Timeline. Edited the rendered clip and added sound effects in After Effects.

### **Crystal Cave 3D Game using Unreal Engine [Blueprints]** *July – August 2021*

The player (Ball) needs to roll the ball to 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]** *April – May 2021*

The player (Marine) needs to survive the alien spider attacks and stay alive. The alien spiders respawn in waves once the player kills all of it. 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 health.

### **2-D Platformer Game [Jungle Run] using Unity Engine** *Jan – Feb 2021*

Player is supposed to dodge the enemies and collect coins and finish the levels. There are 5 levels and player are given 6 lives to finish it. The difficulty increases with level.

### **2-D Tower Defense Game [Glitch Garden] using Unity Engine** *Nov 2020*

The player is supposed to defend his garden from an endless horde of enemies by putting down plants, which fires projectiles at the enemies. If the enemy makes it to the end of any lane, the player loses and restart the level.

### **2D Space Shooter Game [Laser Defender] using Unity Engine** *Oct 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 and After Effects** *Aug 2020 – Sep 2020*

Modelled and textured a sword and made an environment. Adjusted the lightings and imported an animated character from mixamo and placed him scene. Used Blender Timeline to animate the scene. Finally, edited the clip, added sound effects and rendered it in After Effects.

### **2D Block Breaker Game using Unity Engine** *May 2020 – June 2020*

The player controls a paddle at the bottom of the screen and uses it to bounce a ball around the space and the bouncing ball will break blocks the moment it touches them. The player is given 5 lives and if the player misses the ball, he loses life.

### **Autonomous Line follower** *Jan 2019 – Mar 2020*

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.

## DECLARATION

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- I, Rohith R, hereby affirm that the aforementioned statistics is true to my knowledge, as of Aug 19<sup>th</sup>, 2022.
- References available on request.