

Ravjot Sachdev

ravjot.sachdev@stonybrook.edu · <https://rsachdev19.github.io>

Education

Stony Brook University
BS in Computer Science
GPA: 3.62

Fall 2016 - May 2019

Skills/Languages

Java, Python, C, C++, C#, MIPS Assembly, Perl, JavaScript
OpenGL, WebGL, Java AWT, JavaFX
HTML, CSS, Blender, Unity

Projects

First-Person Platformer

- Made in Unity with C# for scripting. Reach the end of each level, navigating moving platforms and dodging obstacles along the way

Tower Defense

- Made in Java. Standard tower defense game that progressively increases in difficulty, while accounting for elemental advantages of towers and enemies
- Towers can be upgraded with currency earned by destroying enemies

Tic Tac Ten

- Made in Java. Complex Tic Tac Toe, where 3 games of Tic Tac Toe must be won in a line to win

Highlighted Courses at Stony Brook University

Advanced Game Programming Fall 2018

- Game engines, Networking, Rendering Systems, Unity

Computer Security Fundamentals Fall 2018

- Cryptography, Operating Systems Security, Network Security

Operating Systems Fall 2018

- Virtual Memory, Resource Allocation, Concurrency, Security

System Fundamentals II Spring 2018

- Compilers, Concurrency, Operating Systems, Performance Analysis

Computer Graphics Spring 2018

- Modelling, Rendering, User-Computer Interaction

Experience

Stony Brook Undergraduate Teaching Assistant Spring 2018

- Assisted the instruction of JavaFX, multithreading, generics, and reflection

Stony Brook Undergraduate College Fellow Fall 2017

- Assisted incoming students with their transition from high school to college

Concession Attendant at Showcase Cinemas Seasonal; 2016-2017