

# RAVJOT SACHDEV

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<https://github.com/rsachdev19>  
<https://rsachdev19.github.io/>

## EDUCATION

**Stony Brook University, Stony Brook, NY —**  
BS, Computer Science, GPA (3.62 - Fall 2018)

SEPTEMBER 2016 - MAY 2019

## PROJECTS

**First Person Platformer — Unity, C#**

- Automated platform movement
- Detected collision between player and moving obstacles

**Tower Defense - Java, JavaAWT**

- Calculated enemy health and speed based off of level number
- Calculated tower damage based off of elemental advantages
- Tracked currency obtained from destroying enemies to allow player to purchase tower upgrades

**Tic Tac Ten — Java, JavaAWT**

- Used a 4D matrix to create a more strategic version of Tic Tac Toe

## EXPERIENCE

**Stony Brook University, Stony Brook, NY —**  
Undergraduate Teaching Assistant

Spring 2018

- Assisted with the instruction of OOP principles, JavaFX, multithreading, generics, and reflection

**Stony Brook University, Stony Brook, NY —**  
Undergraduate College Fellow

Spring 2018

- Helped incoming students adjust to college life

**Showcase Cinemas, Farmingdale, NY —**  
Concession Attendant

JULY 2016 - JANUARY 2017

## SKILLS

Java

Python

C/C++/C#

MIPS Assembly

Perl

JavaScript

OpenGL/WebGL

HTML/CSS

Blender

Unity

## Highlighted Courses

Advanced Game Programming

Artificial Intelligence

Computer Security Fundamentals

Operating Systems

System Fundamentals II

Computer Graphics