

## SANKETH BHAT

<https://sites.google.com/view/sankethbhatgdd/home>

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**OBJECTIVE:** To obtain a cooperative education position in game development and/or its testing.  
Available early January – mid August 2018.

**EDUCATION:** **Rochester Institute of Technology** **Rochester NY**  
Bachelor of Science in Game Development and Design Expected May 2019  
**GPA:** 3.88  
**Honors :** Dean's List - Freshman, Sophomore, Junior (Fall), RIT Presidential Scholarship  
**Courses:** Game Development and Algorithmic Problem Solving, 2D & 3D Animation and Asset Production, Data Structures, Algorithms & Game Simulations.

**SKILLS:** **Languages :** C#, C++, HTML5, JavaScript & Java.  
**Game Engines :** Unity  
**Development Software:** Microsoft Visual Studio  
**Other:** Strong communication skills and can work efficiently with team members. Large desire to learn new skills and to improve existing ones.

## PROJECTS

1. **OpenGL Rudimentary Game Engine-** Basic game engine made using OpenGL and C++ in Visual Studio. [2017]
2. **Web Design Project** – Monochrome Vision: 2D arcade game developed using JavaScript, HTML and CSS.[2016]
3. **Interactive Media Project-** 2D shooter inspired by the classic Asteroids game made in Unity with scripting in C#. [2016]
4. **GDAPS II semester project** - 2D top-down survival game with a fantasy theme, leader of a 5-person team. Had a developer role, programmed main gameplay and helped in class implementation using C# in Microsoft Visual Studio.[2016]

## EXPERIENCE

[MimyK , Healthcare Simulation](#)

Internship as a Tutorial Designer

**Bangalore, India**  
**June 2017-August 2017**

- Designed two tutorial games in Unity 3D for Mimyk's endoscopy simulation equipment.
- Developed concepts, designed and prototyped for the tutorials using the prototype endoscopy simulator hardware as a game controller based on the team's specifications and reviews.

**Rochester Institute of Technology**  
**Learning Assistant, College Physics I, Department of Science**

**Rochester, NY**  
**August 2016-Present**

- Hosting out of classroom workshops weekly for students that want extra help.
- Assisting the professor with creating content for the class

**References available on request**