

Vinit Rao

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Education

Carleton University & Algonquin College, Bachelor of Information Technology, Sept 2024 – April 2029
Interactive Multimedia and Design

- Current GPA: 10.0/12.0 (3.7/4.0) (carleton.ca/academicadvising/cgpas)
- **Coursework:** Human-Computer Interaction, Web Development & Interactive Media, User Experience (UX) Design, Game Design and Development, 3D Modeling and Animation

Skills

Programming Languages: Python, Java, C++ , HTML, CSS, JavaScript, SQL(Postgres), Swift,

Creative Applications: Adobe After Effects, Adobe Premiere Pro, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Figma, Final Cut, Fl Studio, Blender, Maya, Miro

Developer Tools: Visual Studio Code, Git/Github, Godot, Unity, Netlify

Frameworks: SwiftUI, React, Node.js, NumPy

Experience

Multimedia Designer / Cinematographer, Sachin Rao – Ottawa, CA June 2020 – Present

- Troubleshoot live-stream issues (audio, video, connectivity) to ensure seamless event execution.
- Developed multimedia assets, including intros, sequences, lower thirds, and graphics, enhancing video production quality.

Video Editor, WhyDNA – Ottawa, CA May 2024 – Aug 2024

- Edited raw video footage into final content for marketing, educational, and promotional materials, optimizing engagement and viewer retention.
- Applied advanced color correction, audio mixing, and special effects to enhance the overall video quality.

Audio Video Technician and Stage Manager, Ottawa Tamil Sangam – Ottawa, CA June 2019 – Aug 2021

- Set up and operated AV equipment (sound, lighting, projectors) for live events, ensuring smooth execution.
- Troubleshoot and resolved technical issues during live events, preventing disruptions and maintaining seamless operations.
- Coordinated technical teams and performers for efficient event management.

Projects

Portfolio Website github.com/VinitR1212/mywebsite

- Developed a responsive portfolio website to showcase skills and projects, enhancing online presence.
- Implemented a clean and user-friendly layout with intuitive navigation for improved user experience.
- Technologies: GitHub, VS Code, HTML, CSS, JavaScript.

Tesseract Image to Text App github.com/VinitR1212/Tesseract-Image-to-Text-Converter

- Developed an image-to-text converter using Tesseract OCR, supporting various image formats for text extraction.
- Enhanced output quality by implementing text correction and formatting features, improving usability.
- Technologies: Java, Apache NetBeans IDE, Tesseract OCR.

2D Platformer Game github.com/VinitR1212/cheese-touch-godot

- Designed and implemented core game mechanics, including player movement, jumping, and collision detection.
- Developed various game levels with added obstacles and enemies to enhance the gameplay experience.
- Technologies: Godot Engine, C++ , Git.