

Rohan Gandhi

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Objective

- Motivated Computer Science graduate student with consistent above average performance and strong programming skills seeking a challenging position requiring C++ programming.

Education

M.S. Computer Science, George Mason University, Fairfax, Virginia | **GPA 3.85** - (Dec 2012)

- Courses include Game Technologies, Interactive Graphics, Networked Virtual Environments, Computer Graphics and Artificial Intelligence.

B.E. Computer Engineering, Mumbai University, Mumbai, India - (Jun 2010)

- Courses include Multimedia Systems, Intelligent Systems, Robotics, Distributed Computing, Web Technology and Advanced Databases.

Technical Skills

- Programming Languages: - C/C++, OpenGL, Ogre3D, Java, Xj3D, HTML/CSS, SQL, Lisp.
- Software: - MS Visual Studio, NetBeans, Eclipse, Adobe Photoshop, Adobe Dreamweaver.

Experience

Graduate Teaching Assistant, George Mason University - (Jan 2011 – Present)

- Provided guidance and insight to students while assessing their knowledge.
- Courses: Game Programming I (C++), Object Oriented Programming (Java) and Data Structures (Java).

Graduate Research Assistant, George Mason University - (May 2011 – Aug 2011)

- Solved a long standing performance issue by applying technical and logical skills to uncover hardware and interface associated bottlenecks, which on rectifying improved system performance by over 300%.
- Augmented system flexibility by adding support for loading 3D models in static and instanced geometric representations.

Projects

Volume Rendering - (Fall 2011)

- Implemented Volumetric Rendering of a stack of MRI images using C++ and OpenGL.

Key Frame Interpolator - (Fall 2011)

- Implemented SLERP, SQUAD to interpolate between key frames in motion capture data using C++.

2D Game - (Summer 2011)

- Created a 2D game from scratch in a team of 2, within 48 hours using C++ and OpenGL.

3D Game Engine - (Spring 2011)

- Created a game and its engine from scratch in C++ using the OpenGL API.
- Features include Scene Graph, Texture Mapping, Lighting, Newtonian Motion, Dynamic Collision Detection, FPS-style Camera Movement, Bill Boarding etc.

Networked Virtual Environment - (Spring 2011)

- Created a Virtual Environment in Java where multiple users interact with each other over the internet.