Rohan Menon

Game Developer (6 years)

I like making games, from 2D puzzle games to action packed 3D experiences. I have worked in a startup, an educational company and I participate in game jams as a hobby.
I like writing, reviewing and refining code and squashing bugs.

I'm experienced with working on gameplay, procedural generation, machine learning, content streaming and creating tools for designers.

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Projects

◆ Procedural Generation of Terrain using Machine Learning using Analysis

June, 2020 - Sep, 2020   **MSc thesis - Solo**

Unity 3D, Procedural Generation of noise based terrain
Implement machine learning for creating and modifying terrain to help a designer

◆ Marching Cubes Terrain

Mar, 2020   **Advanced Procedural Methods Coursework - Solo**

DirectX 11, Marching Cubes Algorithm, Triplanar Mapping, Collision Detection
HLSL Shader Programming with Pixel, Vertex, Geometry and Hull Shaders

◆ Battle of the B & S

Jan, 2020 - Mar, 2020   **Group Project - 1 developer, 3 designers, 3 artists**

Unity 3D, Timeline Programming, designer tools, coding, production
Music based rhythm game controlling multiple instruments

◆ Eliptica

Feb, 2020   **Global Game Jam 2020 - 3 developer, 2 artists**

Unity 3D, undercooked clone/co op game: Tech lead, designer
Shader graph effects, player controls, Arduino controls & displays

◆ Sparky and Smith: Under Repair

Jan, 2020   **Alt Cntrl Game Jam - 3 developers, 1 designer, 1 artist**

Unity 3D, undercooked clone/co op game: Tech lead, designer
Shader graph effects, player controls, Arduino controls & displays

◆ Revolution Game Jam

Aug, 2019   **Abertay Game Dev Society Jam - 3 developers, 3 artists**

Unity 3D, infinite runner game: programmer, designer
Theme: Revolution, Tetris based infinite runner controller

◆ Thoughtwalker

Jan, 2018   **Global Game Jam 2018 - 2 developers, 2 artists**

Unity, narrative thriller/horror game, programmer
Worked on gameplay, design

◆ Spin Paddle

Aug, 2014   **Game Jam Titans Chennai - solo**

Unity, Top down action game
Winner, game showcased at NGDC

◆ Drowning

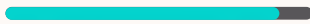Feb, 2014 - Mar, 2014   **Self Initiated - solo**

ActionScript, 2D procedurally generated action game
Side project during final year of Bachelor Degree

Skills

Languages

- **C#**
  (3.5 years)
- **C++**
  (1.5 years)
- **HLSL**
  (1 year)
- **HTML5**
  (3 years)
- **JavaScript**
  (2 years)
- **Python**
  (2 years)
- **PHP**
  (1 year)

Softwares

- Unity
- Git
- Visual Studio
- DirectX
- Unreal
- Node
- Blender
- Photoshop
- Substance Painter

Work Experience

BYJU's Think and Learn

Game Developer/Software Engineer

Jul, 2017 - Jul, 2019 | Bangalore, India

Part of a team working on an educational app,
"BYJU's Early Learn" for grades 1 to 3 on the
Unity Engine in partnership with Disney.
Large scale pipeline based development.

- Deploy tools for designers to create 700 2D games

- Handle loading of asset bundles from a CMS server

- Work with other teams tocreate and improve tools

- Work on sound across the application

Hashcube Software Pvt. Ltd.

Software Engineer

Jan, 2015 - Jul, 2017 | Bangalore, India

Making 2D puzzle games on an open source JavaScript
engine called GameClosure serving a large global market.

- Worked on quest based games, gameplay, level
  generation and prototyping

- Integration and programming plugins for Android,
  iOS and the Facebook platform

- Worked on backend NodeJS and PHP servers

Education

MSc. in Computer Games Technology

Abertay University

Aug, 2019 - present | Dundee, UK

Courses and related projects:

- AI & Advanced 3D Mathematics
  (Unity ML &   FSH agents)

- Games Programming
  (DirectX C++ - Marching cubes terrain)

- Networking in games
  (SFML C++ - UDP and TCP 2D shooter)

- Group Project (Battle of the B&S)

- Thesis (Unity - PCG Terrain Generation &
  Machine Learning)

- Game jams and other software

BEngg. in Information Technology

Pune University RSCOE (first class)

Apr, 2009 - Apr, 2015 | Pune, India

Courses and related projects:

- Software Development and Testing

- Mathematics, Data Structures

- Electrical and Electronics Engineering

- Thesis (Android Interactive Jogging Application)

- Self taught game tools (GameMaker, ActionScript, Unity)