

Rohan Deuskar

Gameplay/AI Programmer

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As a dedicated gameplay/AI programmer with a degree in Computer Games, I bring a strong foundation in development elements like programming, complex problem-solving, and math knowledge to the table. Eager to contribute my skills and creativity to the gaming industry.

EDUCATION:

M.Sc. Computer Games

Queen Mary University of London (September 2023- September 2024)

- Expected Grade: First-Class Honours (70% and above)

B.Sc. Computer Science

University of Mumbai, India (June 2019 – July 2022)

- 9.95 CGPA (Equivalent to First class Honors)

PROJECTS:

- **[Interactive Agents and Procedural Generation Coursework in Unity](#)**
Simulation designed to demonstrate AI programming concepts of behavior trees and utility states along with movement behaviors of seek, flee and collision avoidance. There was also procedural generation demonstrated using Cellular Automata
- **[GPS based Tower Defense Mobile Game in Unity \(University Dissertation Project\)](#)**
Built using Niantic Lightship Maps SDK and Unity. The focus of this project was to test the gameplay and development capabilities of Tower Defense paired with GPS elements. Designed challenging gameplay and implemented it using iterative playtesting methods.
- **[3D Platformer Game in Unity \(College Final Project\)](#)**
3D platformer which demonstrated different collision detection methods to make the player fly and collect coins.
- **[3D Maze Stealth Game in Unity \(Group Coursework Project\)](#)**
Worked on Group project based on a Dystopian future stealth game. Contributions were in implementing and designing Game Manager, UI, Inventory System and some mechanics of the AI and player movement
- **[Simple ECS and Game Programming Patterns Coursework using SFML/C++](#)**
Generic 2D movement demo designed for the purpose of learning how to use Entity-Component-System Architecture and Game Programming Patterns like Flyweight, Observer, Command and Service Allocator

RELEVANT EXPERIENCE:

August 2021-October 2021

Backend Engineer Intern | Keyaro Edutech Ltd.

Developed clean and efficient features using Python Django and RESTful APIs for backend technology. Designed and researched methods of improving the app by providing detailed solutions to tasks

June 2021-July 2022

Coding Tutor and Technical Interviewer | Codingal Technologies Ltd.

Taught and mentored students between ages 15-18 on Computer Science including topics such as OOPs and Database Management. Played the role of a technical interviewer for onboarding new teachers by assessing their coding skills in languages like python, JavaScript, C, C++ or Java

CORE COMPETENCIES:

Technical Skills:

- Programming Fundamentals
- Python
- C++ / C#
- Unity Engine
- Gameplay Programming
- AI Programming
- Web apps
- Unreal Engine

Proficiency

Expert
Expert
Intermediate
Intermediate
Intermediate
Intermediate
Intermediate
Beginner

Soft Skills:

- Problem-solving
- Effective Communication
- Adaptability
- Research and Creativity

LANGUAGES:

English ■■■■■■

Marathi ■■■■■■

Hindi ■■■■■□