

# Robert Rouhani

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<b>EDUCATION</b>	<b>Rensselaer Polytechnic Institute (RPI) – Troy, NY</b> BS Computer Science, Games and Simulation Arts and Sciences – <b>3.12 GPA</b>	Expected May 2016
<b>SKILLS</b>	<b>Languages</b> C#, C/C++, Python, GLSL, Java <b>Software</b> Visual Studio, Git, Unity 5, Unreal Engine 4, Windows SDK+DDK, Linux, Vim, Django, MonoDevelop, OpenGL, Maya, Photoshop, Illustrator, InDesign	
<b>LEADERSHIP &amp; ACTIVITIES</b>	<b>Coordinator &amp; Mentor</b> - Rensselaer Center for Open Source Designed systems and events that fostered a community, growing from 60 members to 150 in the span of a year. Actively finding ways to make the community more welcoming to everyone with a focus on women and minorities. Closely mentoring a small group of students developing their own open source projects or contributing to larger ones. <b>Co-Founder, Organizer</b> - HackRPI Organized a hackathon hosting 500 students from 70 schools. Focused on sponsorship and design. Closed over \$35,000 for a first-time event. Designed packets, shirts, and other swag. <b>Co-Founder</b> - Rensselaer Hackathon Organization Founded a school-recognized club and was in charge of handling communication with organizations external to RPI, mostly to organize transportation to hackathons we attended. <b>Wiring Chair</b> - Theta Chapter, Chi Phi Fraternity Maintained a network over two houses with around 100 devices at peak usage.	August 2013 – Present Feb 2014 – May 2015 March 2014 – May 2015 August 2013 – July 2015
<b>WORK EXPERIENCE</b>	<b>Ilium VR</b> – Co-Founder & CTO – Troy, NY Developing controllers for virtual reality systems. Wrote prototype firmware in Arduino, engine integrations in Unity 5 and Unreal Engine 4, and a Windows service. Contributed significantly to a position tracking algorithm using OpenCV and a Raspberry Pi. <b>Vital Vio</b> – Intern – Troy, NY Built calibration and data collection software used in Vital Vio’s production process with Python, C#, and bash. Set up and maintaining the company’s intranet – setting up access points and printers, installing and configuring pfSense, LDAP, OpenVPN, and Samba.	May 2015 – Present May 2014 – August 2015
<b>RELEVANT EXPERIENCE</b>	<b>Finalist at HackTECH Winter 2014</b> – Santa Monica, CA Implemented 3D hand tracking with a Wii Remote camera in Processing (Java). <b>SharpNav</b> Ported C++ code to C# while making use of C#'s language features and avoiding as much overhead as possible. My current project for the Rensselaer Center for Open Source. <b>SharpFont</b> Created a C# wrapper for FreeType2 that focused on designing a clean public API. Now distributed with large projects like MonoGame and on NuGet with 10,000+ downloads. <b>TopHat</b> Wrote a hobby game engine written in C# using raw OpenGL bindings, implementing features like cascaded shadow maps, hardware instancing, and a full entity-component system. Experimented with various terrain synthesis and noise generation algorithms.	January 2014 August 2013 – Present January 2012 - Present May 2011 – Aug 2013