

ROBERT ROUHANI

VIRTUAL REALITY DEVELOPER

Hey there, I'm a computer scientist and game developer with a passion for virtual reality. I love learning, rapid prototyping, and finding creative solutions to hard problems.

CONTACT

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EDUCATION

**B.Sc. Computer Science /
Games and Simulation Arts & Science**
Rensselaer Polytechnic Institute
May 2016

SKILLS

Programming Languages
C/C++, C#, JavaScript, Python, GLSL

Software
Unity3D, Unreal Engine 4, git, Visual Studio, Maya, Blender, Photoshop, Illustrator, InDesign, Premiere Pro, CMake, Doxygen

VR Devices & Platforms
HTC Vive, Oculus Rift CV1, DK2, DK1, Leap Motion, Google Cardboard, Razer Hydra

WORK EXPERIENCE

Ilium VR, Inc. | Co-Founder & CTO May 2015 - Jan 2017
Developed platform-neutral software to find and process data from our USB devices and cameras. Created Unity3D and Unreal Engine 4 plugins and demo games on top of that. Worked closely with a number of game studios to iterate on our plugins.

Vital Vio, Inc. | Intern May 2014 - Aug 2015
Built calibration and data collection software used while production remained in-house with Python/Django and C#. Worked with spectrometers to calculate metrics like lumens/watt, CCT, and CRI.

N2 Imaging Systems, LLC | Intern Apr 2011 - Aug 2012
Assisted in the development of an augmented reality "future soldier" project. Ported a proprietary Bluetooth host stack from C to Java (Android). Created a C# desktop app to plot GPS coordinates.

RELEVANT EXPERIENCE

SharpFont | Author & Maintainer Jan 2012 - Present
Created a C# wrapper for FreeType2 with a focus on a clean public API with the look-and-feel of a C# library. Used by Monogame, OpenRA, Xenko, WaveEngine, and others. In total 100,000+ downloads.

TopHat | Author May 2011 - Aug 2013
Wrote a hobby game engine written in C# to teach myself about computer graphics and game engine architecture. Built a entity-component system using generics. Implemented the following techniques using OpenGL:

- "Cascaded Shadow Maps" (Rouслан Dimitrov)
- "Continuous LOD Terrain Meshing Using Adaptive Quadrees" (Thatcher Ulrich)
- "Procedural Generation of Roads" (EUROGRAPHICS 2010)
- "Realtime Procedural Terrain Generation" (Jacob Olsen)
- Triplanar Mapping (GPU Gems 3, Chapter 1)

LEADERSHIP & ACTIVITIES

Rensselaer Center For Open Source | Coordinator Aug 2013 - Dec 2015
Scaled an organization from 60 members to 150 in the span of a year and found ways to make the community more welcoming. Closely mentored a small group of students working on their own projects.

HackRPI | Co-Founder & Organizer Feb 2014 - May 2015
Organized a hackathon hosting 500 students from 70 schools. My focus was on design and sponsorship. I closed over \$35,000 in fundraising out of a \$50,000 budget and designed packets, shirts, stickers, and banners.