**Rhoni**

[**Rhoni.368655@2freemail.com**](mailto:Rhoni.368655@2freemail.com)

**E X P E R I E N C E**

**P R O J E C T L E A D , I N T S G A M E S** A U G U S T 2 0 1 5 T O P R E S E N T•

Mentoring and collaborating with other developers to elevate their understanding of C++ and multiple APIs

Integrating several libraries for IMGUI, 3D Audio, and wrote a small utility library for UUID4, SHA1, and the Tiny Encryption Algorithm.

Also helped architect project’s structure

Assisted in launching and onboarding start-up’s IT program

**J U N I O R S O F T W A R E E N G I N E E R ,** J U N E 2 0 1 4 T O J U N E 2 0 1 5

Improved GNU GLeem by preparing project for distribution, switching the build system to CMake, and updating various components to conform to modern C+ + standards while maintaining legacy compatibility.

Improved outdated OpenGL API containing Standard Template Library implementation, restored it to conform to the modern GNU coding standards, modern OpenGL and C++ constructs, and drafted a road map for the future of the API for senior engineers.

**D E V I N T E R N , B I O - O P T R O N I C S I N C , R O C H E S T E R N Y** J A N 2 0 1 4 T O M AY 2 0 1 4

Contributed to several software projects, as well as building new web applications in full stack javascript.

Created 3D visualizations using WebGL.

Evaluated API usage in web portal project, and drafted much of the foundation used in the final product.

**E D U C A T I O N**

**U N I V E R S I T Y O F R O C H E S T E R** — C O M P U T E R S C I E N C E , 2 0 1 2 - 2 0 1 4

**S K I L L S**

Libraries Bullet Physics, Irrlicht, OpenGL, OpenAL-Soft, IMGUI, ENet, TinyXML2, zlib Programming C++1z, C11 Python 3, Java 8, Unix Shell, x86 Assembly, LTEX, EcmaScript, PHP

TCP/IP, RPC, HTTP, Security, J2EE/Servlets