

# Gouri Singh Rawat

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## Experience

- Developer** — Capstone management team (TIET) 01/2025 – Present
- Designed and developed a management portal for Capstone projects at TIET, enabling 1500+ students and faculty to track workflows, monitor mentor feedback, and view project evaluation statuses.
- 3D Artist Intern** ([Floramis](#)), (remote) Singapore 5/2025 – 7/2025
- Built the main character asset for *Floramis Focus*, model later used for 3D-printed merchandise raising \$20,000 at Kickstarter.
  - Conceptualized and rendered 15+ distinct 3D models, optimizing polygon counts by 10% to enhance real-time rendering performance on target mobile devices.
- Creative Director** ([Fooddle](#)) 9/2024 – Present
- Directed creative strategy for 4 outreach campaigns, increasing engagement by 30% on campus.
  - Orchestrated seamless communication between marketing, product, and tech divisions during the outreach campaigns, accelerating project delivery timelines by 15% and ensuring alignment with the creative vision.
- Product Designer Intern** ([Fooddle](#)) 6/2024 – 8/2024
- Focused on product design for food delivery mobile application used by more than 15000 users.
  - Created 40+ high-fidelity wireframes and prototypes, improving user task completion rate.

## Technologies and Skills

**Languages:** C, C++, C#, Javascript, Typescript, Python, R  
**Web Technologies:** HTML, CSS, Tailwind CSS, React, React Native, NodeJS, Django, FastAPI  
**Database:** MySQL, PostgreSQL, vector database, MongoDB, NoSQL  
**Libraries, frameworks and algorithms:** OpenCV, Hugging Face, scikit-learn, TensorFlow, Pytorch, keras, Yolo  
**Tools:** Postman, Git, Figma, AutoCAD, Solidworks, Blender, AWS (S3, EC2, DynamoDB), GCP  
**Courses:** Data Structures, Operating Systems, AI/ML, OOPS , Cloud Computing, Computer Vision, Software Engineering  
**Game Development:** Game Design and Development, Unity, OpenGL, Computer Graphics, Agile/SCRUM

## Projects

- FPS Zombie Survival** — Unity, c#, (Team Project) Gameplay
- Developed a **3D first-person shooter** with 4 teammates using Unity LTS.
  - Implemented **enemy AI** with raycasting logic, enabling **50+ coordinated zombie attacks**.
  - Built **interactive UI (health, ammo)** and **100+ game objects** (weapons, pickups, obstacles).
  - Conducted 3 playtest cycles, fixing AI/collision bugs and improving stability by **40%**.
- Platformer** — Unity 2D, C, (Solo Project) Gameplay
- Created a **5-level meme-inspired platformer** mixing combat, puzzles, and exploration.
  - Added **randomized spawners, traps, and climbable mechanics**, increasing replayability.
  - Balanced **10+ power-ups/obstacles**, boosting average session time by **30%**.
- 3D Maze Explorer** — C++, OpenGL, (Solo Project) Github
- Built a **3D maze exploration game** with real-time rendering and collision mechanics.
  - Added **timer + high-score system**, increasing replayability by **40%** in peer testing.
  - Optimized rendering loop, cutting frame drops by **20%** on mid-range hardware.

## Education

**BE in Computer Science** — Expected:2026 TIET, Patiala  
*CGPA: 7.83*

**CBSE 12th in PCM, 2022** Police DAV, Ludhiana  
90.4%

**CBSE 10th, 2020** Police DAV, Ludhiana  
91.6%

## Achievements and Scholarships

Smart India Hackathon Finalist 2024  
TIET Merit Scholarship 2022  
PDAV MERIT Scholarship 2018

## Position of Responsibility

**Joint Secretary** — Fine Arts and Photography Society 6/2023– 5/2024  
**Core Member** — Backslash Computing Society 9/2023– 5/2024