SURANJAN GAUTAM

suranjan.gautam@louisville.edu | (+1) 502-299-3760 | suranjan.com.np

EDUCATION

Master of Science in Computer Science   **May 2026**
University of Louisville, Kentucky

Bachelor of Science in Computer Science and Information Technology   **Oct 2020**
Institute of Science and Technology, Tribhuvan University, Kathmandu, Nepal

RESEARCH EXPERIENCE

Visual Computing Lab, University of Louisville, Kentucky

Research Assistant   **Aug 2024 – now**

- Panorama generation of indoor scenes from 2D floorplans using generative models
- Prepared datasets using Blender and Python, and contributed to model development.
- Submitted co-author paper to ICCV 2025

PROFESSIONAL EXPERIENCE

Kubera Consulting Services, Fort Worth, Texas, United States

Senior Programmer (Remote)   **Jan 2022 – Jun 2023**

- Led the development of over 20 online mini games in Unity3D.
- Mentored junior developers and streamlined project workflows, reducing deployment time.
- Directed WebGL project compatibility initiatives, asset optimization, and multiplayer feature integrations.

Metabloqs, Vaduz, Liechtenstein

Senior 3D Unity Developer (Remote)   **Mar 2022 – May 2023**

- Developed a multiplayer bowling mini game with integrated third-party avatars.
- Developed proximity voice chat solution using WebRTC for their online conference platform.
- Conducted performance optimization and provided technical guidance in Unity3D and web technologies.

Red Tail Fox, Kathmandu, Nepal

Game Developer   **Jan 2020 – Jan 2022**

- Created 20+ hyper-casual games for mobile/WebGL platforms and a custom JavaScript game engine.
- Collaborated on development of client projects and prototyped gameplay mechanics.
- Significantly contributed to the development of EtrainPlatform, an online conference platform.

Samriddhi College, Bhaktapur, Nepal

Faculty Member   **Jun 2020 - May 2021**

- Developed and taught the curriculum for Unity3D and Game Development to BSc students.
- Contributed to the college website content creation.

Sroth Code, Kathmandu, Nepal

Game Developer (Intern)   **Oct 2019 – Jan 2020**

- Designed gameplay mechanics, developed visual effects shaders, and published a game to the Play Store.

PROJECT HIGHLIGHTS

Raytracer in C/C++ (link)   **Oct 2023**
Temporal Anti-Aliasing implementation (link)   **Oct 2023**
Screen space point light shadows (link)   **Nov 2020**
CPU Renderer in C/C++ (link)   **Sep 2019**

TECHNICAL SKILLS

Programming: Python, C/C++, C#, JavaScript, HLSL
Tools: Scikit-learn, PyTorch, OpenCV, Blender
Game Development: Unity 3D

LANGUAGES

English (Excellent), Nepali (Excellent), Hindi (Basic)