

Rohan Gundala

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EDUCATION

Lucerne University of Applied Sciences and Arts

Luzern, CH

Bachelor of Science in International IT & Management (Major in IT)

Sept. 2020 – Dec. 2023

Courses: Databases, Software Development, Internet of Things, Artificial Intelligence, Information Security, Applied Mathematics, Applied Statistics, Networking, Blockchain, Project Management, Business Ethics

Current GPA: 5.13/6.0

James Cook University

Singapore, SG

Exchange Program

Mar. 2023 – Jun. 2023

Courses: Mobile Application Development, Network Security and Communication, Advanced Java Programming

Oxford Brookes University

Oxford, GB

Exchange Program

Sept. 2021 – Jan. 2022

Courses: Data Structures and Algorithms, C++ Programming, Python Programming

EXPERIENCE

Software Developer

Mar. 2024 – present

Leica Geosystems part of Hexagon

Hyderabad, IN

I'm creating a new cross-platform software product with C++ and the Qt framework for 3D mapping, visualising and processing geospatial data to aid in the surveying, planning and construction of large scale infrastructure such as roads, railways and tunnels. I work with 3D coordinate geometry, render pipelines, geospatial data, hardware integration, cross-compilation for ARM devices, and performance optimization.

I'm also writing the firmware for a PoC of a digital twin solution for large industrial sites using C, FreeRTOS and Zigbee on an ESP32 microcontroller, involving sensor integration, data acquisition, low-power design and MQTT communication.

Intern

Nov. 2019 – Aug. 2020

Winnou Systems and Services

Hyderabad, IN

I learned about and worked on the development of cross-platform mobile applications based on React Native. It also involved MySQL, Android Studio and basic Node.js.

PROJECTS

Bachelor's Thesis | C++, Java/Kotlin, Android SDK, JNI, PyTorch, Blender

Jun. 2023 – Dec. 2023

3D Reconstruction from Multiple Image Sources using Machine Learning: The primary goal was to create a machine-learning based SfM pipeline - a model that creates 3D reconstructions and estimate camera poses from images or videos of a scene. In contrast to existing research on this topic, I wanted to use synthetically generated imagery to train these models instead of real world data (which is hard to come by because in addition to scene data, accurate ground truth info is needed).

Breathe to Succeed | C++, MQTT, Python, Express.js, Bootstrap

2022

A scalable air quality monitoring system consisting of a network of low- power Wi-Fi connected sensor clusters (implemented on ESP32 boards) with a cloud gateway for management and visualization. I learned about message protocols, HTTP API requests, databases and frontend web development.

Graphic Designer 9000 | Java, Processing, SQLite, Git

2022

A simple graphic design application with a GUI written in Processing and Java, while working with an international team. It taught me valuable things about team work, communication and organization.

OTHER WORK

Active Member

Mar. 2022 – Feb. 2024

ESN Luzern

Luzern, CH

I was an active member and volunteer of the Erasmus Student Network (ESN) in Luzern. It is a non-profit organization associated with the European Union and Council of Europe that aims to help international students integrate into the local community. I gained experience in event planning, teamwork, management and delegation, communication, and marketing.

Freelancer

2016 – 2020

Upwork, Fiverr

- Worked on freelance projects involving programming, graphic design, image manipulation, 3D modelling and VFX.
- Utilized the Adobe Creative Suite, Blender, Unity, Unreal Engine, and various programming languages.
- Gained experience in working with evolving client requirements and deadlines.