

Rahul Vedant Pemsing

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EDUCATION

Monash university Malaysia – Subang Jaya, Malaysia

B.Sc. in Computer Science, Specialisation in Algorithms and Software

Expected graduation: July 2028

CGPA: 3.77/4.00

Cambridge Higher School Certificate (HSC)

November 2024

Subjects A Level (Grade): Computer Science(A*), Mathematics (A), Physics(B), Chemistry(B)

Subject As Level (Grade): English General Paper(c)

Ranked in the top 4.6% of candidates in Cambridge International A Level Computer Science in Mauritius.

TECHNICAL SKILLS

Languages	Python, C/C++, C#, Java, Visual Basics
Frameworks	Streamlit, Plotly, NumPy, Pandas, matplotlib
Developer Tools	Git, Github, GitLab, VS code, intellij IDEA, Pycharm
Database	Oracle, MongoDB

EXPERIENCE

Team Leader - TeaMWork Internship Programme (Monash x Warwick Alliance)

June 2026 – July 2026

- Lead an international consulting team in developing a market entry strategy for NANKA's expansion into the Malaysian consumer food market.
- Coordinate project planning, task allocation, and weekly progress meetings to ensure timely delivery of client-facing deliverables.
- Conduct market research, channel mapping, competitor analysis, and distributor evaluation to identify strategic growth opportunities.
- Consolidate team findings into professional consulting reports and presentations, incorporating mentor feedback to refine recommendations.

Year Representative - Monash University Student Association

2026 (Whole year)

- Serve as the primary link between the Bachelor of Computer Science (Year 1) cohort and the SOIT committee and faculty.
- Collaborate with SOIT Representatives to plan initiatives that improve the academic and social experience of IT students.

+ For more (See website: <https://www.vrp2206.com>)

PROJECTS

A roguelike game (<https://roguelikegame.streamlit.app/>)

October 2025

- Built a modular, data-driven roguelike game in Python using OOP and JSON-based content loading, supporting combat, shops, perks, classes, allies, and boss systems.
- Migrated a terminal prototype to an interactive Streamlit web app, improving UI/UX through iterative user testing and feedback.
- Designed and balanced gameplay systems including perk rarity, risk–reward mechanics, stat scaling, and superboss encounters.

Pathfinding Algorithm Visualizer (<https://pathfinding-visualizer.streamlit.app/>)

October 2025

- Developed an interactive Python visualizer comparing A*, Dijkstra, and RRT with real-time animations and performance metrics.
- Implemented modular algorithms, dynamic obstacles, customizable 5×5–50×50 grids, and data-driven analytics using NumPy, heapq, Pandas, and Plotly.
- Designed a scalable multi-file architecture integrating UI, algorithms, and analytics.

LEADERSHIP & TEACHINGS

Byte buddy Mentor - Monash University, MUSA-SOIT

Feb 2026 – March 2026 & July 2026 – Aug 2026

Mentored 7 first-year IT students, providing academic guidance, resource navigation, and peer support to ease transition into university life.