

# Adith Gunaseelan

(667) 345-4053 | [adithnishanth@gmail.com](mailto:adithnishanth@gmail.com) | [linkedin.com/in/adithgunaseelan](https://linkedin.com/in/adithgunaseelan) | [github.com/adithng](https://github.com/adithng)

## Education

---

### University of Southern California (USC)

*Master of Science in Computer Science*

Los Angeles, CA

Aug. 2025 – May 2027 (Expected)

### University of Maryland, Baltimore County (UMBC)

*Bachelor of Science in Computer Science*

Baltimore, MD

Aug. 2021 – May 2025

## Experience

---

### Software Engineer Intern

*NeuroLeap Corp*

May 2024 – Aug. 2024

*Remote*

- Developed full-stack web features using React and Node.js, improving performance by 20%.
- Optimized PostgreSQL queries, built REST APIs, and redesigned UI components for responsiveness and UX improvements.

### Teaching Assistant

*University of Maryland, Baltimore County*

Jan. 2023 – May 2025

*Baltimore, MD*

- Mentored over 600 CS students across core subjects including Python, C++ and Data Structures.
- Led review sessions, debugged code, and promoted concept mastery through hands-on learning.

## Portfolio

---

### Personal Portfolio Website

React, JavaScript

- Designed and developed a dynamic personal website using React.js with animated scroll features, responsive layout, and color themes.
- Showcases programming projects, game development work, and internship experience.
- [View Portfolio](#)

## Projects

---

### Waiting At The Door

Unity, C#

- Capstone 2D platformer exploring stages of grief through a dog's perspective, developed with a team of 4 programmers and 5 artists.
- Contributed to gameplay mechanics, cutscene scripting, camera behavior with Cinemachine, and state persistence systems.
- [Play the Game](#) | [GitHub Repo](#)

### Turn-Based Card Battler

Unity, C#

- Solo project: strategic card game with mana system, automatic combat, and unit deployment.
- Developed card behavior logic, deck setup, UI interaction, and combat resolution.
- [Play on Unity Web](#)

### FrostyFPS – 3D Game Jam Shooter

Unity, C#

- Developed in 48 hours during a game jam: 3D FPS with enemy waves, bosses, and hidden challenges unlocking weapons like RPGs and healing allies.
- Focused on rapid prototyping, level design, and gameplay balancing under tight constraints.
- [Play on Unity Web](#)

## Skills

---

- **Languages:** C++, C#, Python, JavaScript, TypeScript, SQL
- **Frameworks:** React, Node.js, Express, Firebase
- **Tools:** Unity, Unreal Engine, Git, PostgreSQL, Docker, AOS, DOTween, Cinemachine