

# Anooj Vadodkar

[anooj.xyz](https://anooj.xyz) • [linkedin.com/in/anoojvadodkar](https://linkedin.com/in/anoojvadodkar) • Cupertino, CA • [anoojrv@gmail.com](mailto:anoojrv@gmail.com)

## EDUCATION

---

**University of Southern California** | M.S. in Computer Science (Game Development), May 2025

- Relevant Coursework: 3D Graphics and Rendering, Game Design Workshop, Algorithms

**University of California - Merced** | B.S. in Computer Science, May 2022

## EXPERIENCE

---

### Lead Producer

Jun. 2024 – Present

Donuts! | Los Angeles, CA

- Implemented the game's story and menu systems using Unreal Engine 5's Blueprint System, enhancing the overall user experience.
- Planned and wrote a compelling story with three unique endings, providing players with a rich and varied gameplay experience based on their choices.
- Successfully managed a team of six by tracking task completion and timelines using Trello, ensuring project milestones were met efficiently.

### Engineering Producer

May 2024 – Present

Red | Los Angeles, CA

- Overseeing and managing the movement, animation states, and world interactions for the playable character, the Wisp.
- Created a pipeline to implement audio using the FMOD plugin for Unity, enabling engineers and the audio team to import audio seamlessly.
- Leading meetings with 5 engineers to enhance feature implementation and foster cross-discipline collaboration.

### Lead Engineer

Sep. 2023 – Present

Courier: Dragons Within | Los Angeles, CA

- Developed a dialogue system in Unity using C#, enabling the narrative and audio teams to work directly within the engine.
- Engineered an AI for the non-playable character Tag to walk alongside the player character using Unity's NavMesh system.
- Created a bug tracker in the project Notion to allow QA to report bugs and replication instructions as well as keep engineers aware of existing bugs and the priority of fixing them.

### Game Design Intern

Jun. 2024 - Aug. 2024

Indiecade | Remote

- Designed and implemented a dynamic music system for each level that changed the music of the game depending on player performance, providing an additional reward for playing well.
- Implemented core mechanics such as adjacency bonuses to score and object recycling, giving players options and allowing them to strategize on how they want their island to be.
- Onboarded the art team to the project Github to streamline the uploading of necessary assets for the engineering team.

## SKILLS

---

Unity | Godot | Unreal Engine | C++ | Perforce | Git | Jira | Technical Writing | Asana