Anooj Vadodkar

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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
- Leading a team of 50 developers through the development of our capstone game Donuts!, hosting weekly meetings across disciplines to gauge progress and address blockers.
- Meeting with faculty each week to present the development state of the game, incorporating their feedback and communicating their deliverables with our team.
- Working with the director to ensure that the game meets our deadlines without issue, as well as keeping a tight focus on our experience goals for the project.

Engineering Producer   May 2024 – Present
Red | Los Angeles, CA
- Fostering communication between design, art, audio and engineering as the engineering producer, making sure any blockers are addressed and all the needs of the other teams are met.
- 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