

Anooj Vadodkar

408-768-6886 • Cupertino, CA • anoojrv@gmail.com

EXPERIENCE

Lead Engineer

Sep. 2023 – Present

Courier: Dragons Within | Los Angeles, CA

- Writing and integrating C# code to handle conversation implementation for our narrative team.
- Onboarding new team members to the project codebase and Perforce integration in Unity.
- Created a bug tracking list on Notion for team members to report bugs during playtests.

Webmaster

Sep. 2020 – Present

Student Game Developer's Alliance | Remote

- Maintaining the website for the Student Game Developer's Alliance.
- Servicing the website to include information about seasonal events (i.e., SGDA Summit).
- Participating in weekly scrums to gauge progress.

Sophomore Success Intern

Nov. 2019 – Apr. 2020

UC Merced Bright Success Center | Merced, CA

- Developed and implemented a data strategy using Excel to analyze Sophomore success and retention at UC Merced.
- Constructed a data catalogue of existing programs that supported sophomore students on campus.
- Provided a recommendation list on how to best support sophomore students in their university journey.

PROJECTS

Project Blackjack

June. 2022 - Aug. 2022

Remote

- Tracked task completion and timeline using Trello as the project Producer.
- Implemented the story and menu of the game using the Unreal 5 Blueprint System.
- Planned the story and means of interaction as one of the narrative designers.

Quantum Slasher

Nov. 2020 – Dec. 2020

Remote

- Created a top-down slasher using the SOIL library in C++.
- Utilized the Object-Oriented Programming principles of inheritance, polymorphism, and virtual functions to create the various enemies of each level.
- Worked with Sprite Sheets to make the entities in-game animate while moving.

EDUCATION

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

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

SKILLS

Unity | Godot | C++ | SQL | Unreal Engine | Java | Git | Python | Technical Writing | Narrative Design