

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 39 developers through the development of our capstone game Donuts!, hosting weekly meetings across disciplines to gauge progress and address blockers.
- Meeting with faculty every week to present the development state of the game, incorporating their feedback and communicating their deliverables to 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

- Overseeing and managing the movement, animation states, and world interactions for the playable character, the Wisp.
- Using ClickUp to assign tasks to the Engineering team, ensuring timely completion of features according to the development schedule.
- 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.
- Successfully managing a team of six engineers by tracking task completion and timelines using Notion, ensuring project milestones are met efficiently.
- 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 | Python | Technical Writing | Narrative Design