

# Anooj Vadodkar

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## EDUCATION

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**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

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### Lead Producer

Jun. 2024 – Present

Donuts! | Los Angeles, CA

- Leading a team of 41 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

- 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

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