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, Algorithm Design

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

EXPERIENCE

Software Engineering Intern   Jun. 2025 - Present
Worldbuildr | Remote
- Created a menu to allow the user to set up interactive objects, working with other engineers to connect the menu UI to our backend.
- Setting up Open Sound Control to replicate features from in-simulation to the real world, such as lights, audio, and playing media, meeting with our stakeholders to learn and test specifications.
- Working with lead to make sure deliverables are merged correctly before a build is created, as well as reviewing the code to assure quality and performance.

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.

Engineering Producer   May 2024 – May 2025
Red | Los Angeles, CA
- Oversaw and managed the movement, animation states, and world interactions for the playable character, the Wisp, writing the code in C#.
- Created a pipeline to implement audio using the FMOD plugin for Unity, enabling engineers and the audio team to import audio seamlessly.
- Led meetings with 5 engineers to enhance feature implementation and foster cross-discipline collaboration.

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 and object recycling using the Python based GDScript, 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 | C# | Unreal Engine | C++| Perforce | Git | Python | Technical Writing | MySQL