

Anooj Vadodkar

anooj.xyz • Cupertino, CA • anoojrv@gmail.com

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

Engineering Producer

May 2024 – Present

Red | Los Angeles, CA

- Oversee and manage the movement, animation states, and world interactions for the playable character, the Wisp.
- Create a pipeline to implement audio using the FMOD plugin for Unity, enabling engineers and the audio team to import audio seamlessly.
- Lead 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, 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.

Gameplay Programmer

Jun. 2022 - Aug. 2022

Project Blackjack | Remote

- Implemented the game's story and menu systems using Unreal Engine 5's Blueprint System, enhancing the overall user experience.
- Planned and wrote a compelling story with three unique endings, providing players with a rich and varied gameplay experience based on their choices.
- Successfully managed a team of six by tracking task completion and timelines using Trello, ensuring project milestones were met efficiently.

SKILLS

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