

Anooj Vadodkar

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EXPERIENCE

Webmaster Sept. 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.
- Developed a data catalogue of existing programs that supported sophomore students on campus.
- Provided a recommendation list on how to best assist 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.
- Used the Unreal Engine 5 blueprint system to code as one of the project programmers.
- Planned the story and means of interaction as one of the narrative designers.

Composite Time Builder Jan. 2022 – May 2022

- Created a frontend that allowed the user to construct composite time using PySimpleGUI.
- Used the requests REST API in Python to connect our frontend to our C# backend through JSONs.
- Led weekly meetings as Team Lead with the AGILE methodology to keep development consistent.
- Wrote the weekly reports and meeting minutes, following the SDLC for these reports.

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 in order to make the entities in-game animate while moving.

EDUCATION

University of California, Merced | Bachelor of Science in Computer Science, May 2022

- Relevant Coursework: Intro to Object Oriented Programming, Database Systems, Linear Algebra and Differential Equations, Data Structures, Algorithm Design and Analysis.
- *President*, Game Development Club; *Member*, Association for Computing Machinery

SKILLS

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