

Antonio Indindoli

707-372-3995 | indindoliantonio@gmail.com | linkedin.com/in/indindoli | antonioindindoli.com

EDUCATION

Bachelor of Science in Computer Science

San Francisco State University

CS GPA: 3.6

May 2025

San Francisco, CA

SKILLS

Programming Languages: C#, JavaScript, Java, SQL, HTML, CSS

Frameworks & Engines: Unity, React.js, Node.js, Next.js, Express.js

Web & Database Technologies: PostgreSQL, MongoDB, Google Cloud, WebSockets

Tools & Systems: Git, CMake, VirtualBox, Linux

PROJECTS

WEB DEVELOPMENT

University-Athlete Matching Platform | *React.js, Next.js, SQL, GoogleCloud*

August 2024 – December 2024

- Collaborated in a 4-person Agile team to design and ship an athlete-university matching platform.
- Owned backend architecture, building REST APIs, modeling user/college data, and deploying using GCP.
- Integrated Google Maps for interactive campus discovery and geographic search.
- Designed a custom ranking algorithm leveraging metrics from 5,000+ Olympians to score and match universities.

Online Poker Platform | *Node.js, Express.js, WebSockets, PostgreSQL*

February 2023 – May 2023

- Utilized Agile strategies within a team of 3 to successfully develop a full-stack multiplayer poker game.
- Led the implementation of WebSockets to enable real-time gameplay, chat, and synchronized game state.
- Contributed to database design and session management in PostgreSQL to ensure scalability and reliability.

SYSTEMS AND TOOLS DEVELOPMENT

Self-Published Steam Game | *Unity, C#*

January 2022 – June 2024

- Released a commercial Steam title, achieving 200+ paid downloads in the first month.
- Designed gameplay systems including AI behavior trees, dynamic lighting, and procedural level generation.
- Oversaw all aspects of production, from prototyping to publishing and player feedback integration.

Self-Published Unity Editor Toolkit | *Unity, C#*

January 2024 – October 2025

- Designed a destruction system built on a graph architecture to simulate realistic collapses & stress propagation.
- Streamlined developer workflows through custom Unity Editor tools for procedural structure creation.
- Authored comprehensive documentation and tutorials, facilitating easy adoption by other developers.

ADDITIONAL EXPERIENCE

Grocery Team Member

Whole Foods Market

March 2023 – February 2024

San Francisco, CA

- Earned “Team Member of the Month” recognition for exceptional reliability, teamwork, and customer service.