

Antonio Indindoli

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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** March 2023 – February 2024
Whole Foods Market San Francisco, CA
 - Earned “Team Member of the Month” recognition for exceptional reliability, teamwork, and customer service.