Antonio Indindoli

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

PROFESSIONAL SUMMARY

Recent Computer Science graduate from San Francisco State University with hands-on experience in designing, developing, and deploying software products. Published a commercial Unity game on Steam and a developer toolkit on the Unity Asset Store, and built multiple full-stack web applications from concept to production.

EDUCATION

Bachelor of Science in Computer Science   **May 2025**
San Francisco State University   San Francisco, CA

TECHNICAL SKILLS

Programming Languages: C#, JavaScript, C, SQL
Frameworks & Engines: Unity, React.js, Node.js, Express.js
Web & Database Technologies: PostgreSQL, MongoDB, Google Cloud, REST APIs, WebSockets
Tools & Systems: Git, CMake, VirtualBox, Linux, AWS (basic)

PROJECTS

Self-Published Survival Horror Experience | *Steam Store* | 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.
- Optimized rendering of thousands of models and dynamic lights in a scene to achieve over 60 FPS on typical PCs.
- Oversaw all aspects of production — from prototyping to publishing and player feedback integration.

Self-Published Unity Destruction Physics Toolkit | *Asset Store* | Unity, C#   **January 2024 – October 2025**

- Developed a modular destruction framework to enable realistic structural collapses and fracturing.
- Achieved high performance using optimization techniques like chunking, multithreading, and pooling.
- Simplified developer workflows through custom tools for building structures all within the Unity Editor.
- Provided comprehensive documentation for easy adoption by other developers.

Full-Stack University Matching Platform | *Github* | React, Node, SQL, GoogleCloud   **August 2024 – December 2024**

- Led the backend development of a platform that connects student-athletes with universities.
- Devised a proprietary sorting algorithm to rank Universities based on data from 5,000+ U.S. Olympians.

Real-Time Online Poker Platform | *Github* **|** Node.js, Express.js, WebSockets, PostgreSQL   **February 2023 – May 2023**

- Built a full-stack multiplayer poker game with real-time gameplay via WebSockets.
- Implemented synchronized game state, chat, and session management for concurrent users.
- Utilized PostgreSQL for scalable data persistence and reliability.

Game Development Portfolio Website | *Github* | React.js, MongoDB   **June 2025 – October 2025**

- Designed a modern web portfolio showcasing self-published games and development tools.
- Focused on clean visual presentation, responsive layout, and accessible design for desktop and mobile.
- Built a lightweight, static architecture optimized for performance and low hosting overhead.

Linux Storage Device Driver | *Github* | C, Cmake, VirtualBox, Git   **March 2023 – May 2023**

- Configured and maintained a custom Linux virtual environment to develop and test a storage driver.
- Gained hands-on experience with Linux system configuration and memory management at the OS level.