KRISHNA THOLUDUR

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EDUCATION

University of California, Los Angeles (UCLA) **Los Angeles, CA**
Bachelor's of Science - BS, Computer Science *Expected June 2028*

- Cumulative GPA: 3.96
- Relevant Coursework: Intro to Computer Science I (CS 31), Intro to Computer Science II (CS 32), Intro to Computer Organization (CS 33), Engineering Design: Game Development (E1 GD), Software Construction (CS 35L)

TECHNICAL SKILLS

Languages: C++, C#, Java, Python, JavaScript, TypeScript | Tools: Unreal Engine, Unity, Blender, Git/Github, Microsoft Suite

EXPERIENCE

ACM Studio - UCLA **Los Angeles, CA**
Officer *November 2024 - Present*

- Taught standalone game development workshops for 50+ students, covering AI behavior programming, technical art workflows, environmental design, and C#/C++ scripting
- Creating workshop tracks on VR game development (Winter) and Unreal Engine (Spring) to teach students development skills using different technologies

Curriculum Developer and Course Instructor (Upcoming) - UCLA **Los Angeles, CA**
E1 Game Development in Unity *March 2025 - Present*

- Redesigned and improved curriculum for UCLA's 10-week for-credit E1 Game Development course, integrating Unity 6 features and URP workflows to teach industry-aligned best practices
- Scheduled to be an instructor during Winter quarter, instructing 20+ students on end-to-end Unity game development workflows

Cross Movements Disorder Lab - UCLA **Los Angeles, CA**
Researcher/VR Developer *October 2025 - Present*

- Building immersive VR environments in Unreal Engine and Unity for clinical research on Parkinson's disease, supporting studies on "freezing of gait" and patient motor responses to environmental stimuli.
- Configured 25+ MetaHuman AI and appearance parameters to enhance visual fidelity and overall patient immersion.

PROJECTS

Prime Weaver - UE5 Roguelike Game **Los Angeles, CA**
Personal Project *June 2025 - Present*

- Designed a modular, extensible spellcasting architecture using inheritance and clean OOP principles, enabling 15+ elemental ability combinations and streamlined future content expansion.
- Implemented physics-driven combat with smooth animation blending, responsive controls, and optimized particle effects.
- Leading a 10+ person team in ACM Studio's Students-Run-Studios (SRS) program to expand content, refine gameplay systems, and prepare the game for eventual Steam release.

Rebel Skies - Unity Multiplayer Dogfighting Game **Los Angeles, CA**
Personal Project *July 2025 - Present*

- Engineered a scalable client-server architecture with FishNet, supporting peer-hosted sessions and dedicated servers.
- Optimized responsiveness by separating visual effects from server-authoritative gameplay, reducing latency and desync.
- Implemented prediction and interpolation for smooth cross-client experiences in high-speed aerial combat.

Amblr - AI Tour Guide App **Los Angeles, CA**
CS35L Final Project *October - December 2025*

- Built an AI-driven, location-aware mobile app in React Native in 6 weeks using Google Maps and Gemini APIs, enabling real-time generative narration, GPS-based triggers, and dynamic UI updates.
- Implemented efficient async pipelines for smoother content delivery and more reliable performance during continuous user movement.

ADDITIONAL INFORMATION

- Github: https://github.com/Destroh33 | Itch.io: https://destroh3.itch.io | Website: https://destroh33.github.io/portfolio-site