SAICHARAN VEMURI

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Education

University of Michigan   August 2021 – May 2025
BSE - Computer Science, BS - Asian Studies (Japanese)   Ann Arbor, MI

- **Activities & Societies:** WolverineSoft, Video Game Music Club, Michigan Sahana
- **Courses:** Data Structures and Algorithms (EECS 281), Discrete Mathematics (EECS 203), Foundations of Computer Science (EECS 376), Web Development (SI 339), Advanced Spoken Japanese (ASIANLAN 426), Japanese Interpretation (ASIANLAN 442)

Relevant Experience

Flagstar Bank   May - August 2023
IAM Analyst Intern   Troy, MI

- Managed and maintained application entitlements and access groups via RSA and CyberArk
- Managed MFA and application access for new users from Signature Bank via Duo and ServiceNow
- Interfaced with business leaders to moderate entitlement maintenance

WolverineSoft Studio   April – August 2023
Audio Engineer   Remote

- Created a full game in a studio team setting over the course of a semester
- Worked with Unity Engine (C#), Atlassian (Jira, Confluence, Bitbucket) in an Agile Workflow, Git/GitHub, Wwise, FL Studio

WolverineSoft Game Jams   March 2022 – Present
Developer   Ann Arbor, MI

- Created playable games with a team within a 48-hour time limit
- Worked with Unity Engine (C#), Unreal Engine (C++), GameMaker Studio, Love2D, Git/GitHub, FL Studio

Team Search and Defend (ENGR 100 - Robotics)   September – December 2021
Developer   Ann Arbor, MI

- Designed and built a concept mobile sentry robot to defend South African farms from predators
- Arduino Development (C++), CAD Design, 3D Printing, Soldering, Robotics

Leadership Experience/Extracurricular Activities

Video Game Music Club   January 2022 – Present
President   Ann Arbor, MI

- This organization promotes the musical area of video games and game development, providing a place for enthusiasts, composers, and everyone in between to discuss and create video game music
- As president, I manage weekly meetings, club interest, funding, and event participation for the club

WolverineSoft   January 2022 - December 2023
Community Manager   Ann Arbor, MI

- This organization promotes the game development field in the university, providing a place for hobbyists and industry veterans alike to practice, discuss, and learn about all facets of game development
- As Community Manager, I handled all planning related to events such as game jams, weekly meetings, social events, and locations for studio meetings. I also managed club relations, hosted collaborative events with other game dev-adjacent organizations, booked rooms around campus when necessary, and fostered member morale and participation

Skills/Fields of Study

Technical Skills: C/C++, C#, MATLAB, Python, JavaScript, HTML/CSS, Lua, ASM, Windows (CMD, PowerShell), Linux (Debian-based, Pacman-based), Server Administration using Windows Server, Identity Access Management
Fields of Study: Software Development, Cybersecurity, Game Development, Japanese Translation/Interpretation
Languages: English, Telugu, Japanese
Interests: Music (Production, Composition, Performance), Sound Design, Game/Mechanic Design, Indian Classical Arts