

Krithik Dhandapani

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Education

University of California, Santa Cruz

Santa Cruz, CA

B.S. in Computer Science: Game Design (Deans Honors List x3)

Sept 2022 – December 2025

Relevant Courses: Game Systems, Game AI, Rapid Prototyping, Game Technologies, Game Production

Experience

The Verse

March 2025 – Present

C# Game Developer Intern

- Developed immersive **biofeedback-based** Unity games leveraging real-time breath data to drive in-game movement, increasing player engagement time by 20% during internal playtests.
- Engineered dynamic environments that adapt to biometric input, boosting realism and interactivity
- Collaborated in agile sprints with **artists** and **developers** to ship interactive prototypes under weekly deadlines

Social Emotional Technology Lab

March 2025 – Present

Wildfire Games C# Programmer

- Programmed and iterated on educational Unity **mobile/web-based** mini-games teaching wildfire awareness, reaching a variety of student users, and published 4 of these games onto the **Itch.io** platform
- Integrated games with **AirConsole**, enabling real-time multiplayer and mobile controller functionality across web platforms

UCSC AI Explainability and Accountability Research Lab

September 2024 – May 2025

LLM Logic Researcher

- Implemented logical reasoning frameworks to enhance decision-making capabilities of **large language models**
- Developed algorithms to improve model performance on tasks requiring deductive reasoning, increasing accuracy by 30%
- Partnered with 15+ researchers to test experimental **AI logic chains** across real-world scenarios

Projects

Room for One

January 2025 – June 2025

C# Developer and Level Designer

- Published on **Steam**, managing optimization, deployment, and marketing assets
- Developed 8+ core systems including movement, traps, and win conditions using Unity and **Photon PUN2**
- Designed 2 **multiplayer maps** for 2–10 players, with balanced pacing, visibility, and asymmetric gameplay

Zombie Raid

August 2024 – Dec 2024

3D FPS Developer

- Built a full-featured FPS with **enemy AI**, raycast shooting, and environmental interaction using Unity + C#
- Integrated post-processing, sound FX, and navmesh-based enemy pathfinding to deliver a high-polish experience
- Achieved 60+ FPS performance benchmark across all tested devices

Pixel Adventure

Dec 2023 – March 2024

2D Platformer Programmer

- Created a **tile-based platformer** with smooth player controls, animated objects, and interactive environments in Phaser
- integrated sound design and scene transitions, increasing user retention by 40% during playtests
- Leveraged Tiled engine to streamline level design and rapid iteration

Technical Skills

Languages: Python, Java, C, C#, Swift, Bash, Javascript, HTML, CSS

Applications: Unity, Unreal Engine, Phaser, Twine, Gdevelop5, Tiled, Visual Studio, Xcode