

Naitik Poddar

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Summary: Enthusiastic and driven college student pursuing Computer Science with a keen interest in Game Development, Software Development, and Data Science. Eager to leverage my hands-on coding experience to solve complex challenges, problem-solving and contribute to impactful projects. Confident in my ability to collaborate and innovate, poised to make a meaningful contribution to your team's success.

EDUCATION

Bachelor of Science (B.S.) - Computer Science: Game Design

Sep 2021 - Jun 2025 (Expected)

University of California, Santa Cruz, Santa Cruz, CA

Double majoring in B.A. Economics

Current Standing: Junior

- **Relevant Courses Completed:** Data Structures and Algorithms, Computer Systems and C Programming, Assembly Language and Lab, Fundamentals of Compiler Design I, Programming Abstractions: Python, Introduction to Econometrics, Machine Learning for Economics, Game Theory and Applications I
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TECHNICAL SKILLS

C, Python, C++, C#, HTML, CSS, Git, SQL, Data Modelling, R, UNIX, Windows

PROJECTS

Algorithmic Trading

- Developed an Equal-Weight S&P 500 Index Fund employing Quantitative Momentum and Value strategies, meticulously selecting 50 stocks based on performance indicators.
- Engineered an algorithmic trading system in Python, leveraging the IEX Cloud Sandbox API for real-time data, resulting in optimized recommended trades for enhanced portfolio performance.

ZDOC (Game)

- Co-created "ZDOC" during an entry level Game Jam in Summer 2022, a top-down 2D game in Unity, implementing C# scripts for enemy tracking, player power-ups, and core mechanics like movement and shooting.
- Published the game on [itch.io](#), garnering enthusiastic feedback from both fellow participants and reviewers, highlighting its engaging gameplay and mechanics.

Livance (Web Application)

- Collaboratively contributed to developing the frontend of "Livance," a social health monitoring platform, utilizing Next.js (React framework), HTML5, and CSS3 within a team setting.
 - Overcame challenges as a first-time hacker, focusing on frontend development to implement health event logging and display functionalities, demonstrating adeptness in React and effective collaborative skills.
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EXTRA-CURRICULAR EXPERIENCES

Undergraduate Research Volunteer

GUII Lab at UCSC. Worked with PHD candidates and gathered data for the development of INSPECT, which is Interactive Visualization Tool with the ability to generate player journey maps

Competitive Esports Director

Slug Gaming at UCSC, 2022 - Present

- Managed two levels of esports teams participating in various national collegiate tournaments, consistently achieving top 4 divisional placements.
- Collaborated with officers and members to coordinate large-scale community events.

Intern at EasyTech Innovation Pvt. Ltd.

May 2020 – Jul 2020

- Assisted with administration work, back-office operations and shadowed software engineers developing a state of art Learning Management System