Vejay Deonarine

vejay.business@gmail.com | linkedin.com/in/vejay-deonarine

OBJECTIVE STATEMENT

I am a Software Engineering student with hands-on experience in game development, web technologies, and working as part of a team. My projects range from publishing games on Steam and Itch.io to using JavaScript and Three.js to build websites. My main professional goal is to foster long term relationships built on improvment, encouragement, and constant learning.

EDUCATION

Bachelor of Science in Engineering, Software Engineering   **Sept. 2023 – May 2027**
- Relevant coursework: Big Data Organization and Management, Operating Systems and Scripting

PROJECTS

Around the Block | *GDScript, C#, GLSL, SteamworksSDK, GitHub, Blender*   **Mar. 2025 – Present**
- Iterated over 10 different prototypes to find desireable mechanics to implement
- Created a grid building system to allow players to build a city in a satisfying manner
- Used GitHub as version control to manage changes in both the protoype and beta versions
- Used multiple algorithms to manipulate and animate the environment in a rhythmic way

Berry Picker | *GDScript, C#, JavaScript SteamworksSDK, GitHub, Blender*   **Nov. 2024 – Jan. 2025**
- Developed and deployed a video game to Steam using the Godot game engine and Blender
- Created an infinte level-up system and an automation system as part of game progression
- Used GitHub as version control to manage 2 separate versions of possible game direction
- Wrote 2,000+ lines of code using a combination of C#, GDScript, and JavaScript, and OpenGL

Light For Hire | *GDScript, C#, JavaScript, SteamworksSDK, GitHub, Aseprite*   **Jul. 2024 – Aug. 2024**
- Using Agile methodology, led a team to enter Light for Hire into the PirateSoftware Game Jam where it placed in the top 5% of 15k+ entries
- Published to Itch.io where it recieved 4.5/5 stars in ratings with 500+ players
- Was lead game designer responsible for overall game direction

Gradebook | *C++, Unix, GitHub*   **Apr. 2024 – May 2024**
- Developed a grade tracker using C++ and Unix
- Could be used to calculate individual assignment weight percentage and overall letter grade
- Used GitHub as version control

TECHNICAL SKILLS

Languages: Python, C++, GDScript, PowerShell, JavaScript, R, HTML5, CSS3, OpenGL
Libraries: Pandas, NumPy, Dplyr, Ggplot2
Developer Tools: Git, VS Code, SteamworksSDK, Apache Spark, .NET
Applications:: GitHub, Google Cloud Services, Posit, Unreal Engine 5, Godot 4, Blender 4

WORK EXPERIENCE

Freelance Proofreader   **Jan. 2024 – Feb. 2025**
Remotasks - Remote - San Francisco, CA
- Proofread 1000+ generative AI responses with 95% accuracy
- Responses were replicated and tested on a local machine's code editor environment
- Verified responses in multiple programming languages including: Python, Java, C++, and R