

# AAYUSH MOTIANI

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## EDUCATION

**University of California, San Diego**  
B.Sc in Computer Science

Sep 2022-June 2026

## SUMMARY

Passionate Computer Science major specializing in software development, with a proven track record of innovation showcased through VR projects, reaching over 80 users. Seeking a software internship opportunity for summer 2025.

## EXPERIENCE

**Gameplay Engineer Intern, Origami Air Co.** 01/2024-Present

- Led the development and integration of complex drone dynamics and physics algorithms into a custom control system within Unity-VRChat using UdonSharp scripting, showcasing proficiency in software engineering principles. The world is called "[drone](#)", live on VRChat now.
- Implemented rigorous testing methodologies and iterative refinement strategies to optimize drone flight controls.
- Collaborated with engineers and drone pilots to deliver a cutting-edge virtual reality experience tailored for the Meta Quest 3 platform, highlighting strong teamwork and communication skills in a software engineering context.
- Conducted rigorous testing and iteration cycles to fine-tune control mechanisms, addressing any discrepancies and optimizing user experience.

**Research Paper: Machine Learning, Lumiere Education** 06/2022-09/2022

- Developed a machine learning linear regression model using Python and Jupyter notebook to predict future crime locations. Cleaned and processed a large dataset from Kaggle for model implementation and training.
- Reduced the dataset from over 600,000 columns to a manageable 20,000 columns, ensuring efficiency and effectiveness in model training and testing.
- Split the data into train, test and validation sets and tested it for accuracy. Achieved a 56% accuracy in the prediction model.

**Visual Design Apprenticeship, Design Co (College Club)** 01/2023-04/2023

- Utilized Adobe Illustrator and Figma to design several visually appealing and impactful designs on a weekly basis, strengthening my technical abilities and software expertise. Projects included posters, merchandise, UI/UX interfaces and many others.
- Consistency with work helped develop my 'eye' for design.
- Engaged in regular feedback sessions with senior mentors, applying their insights to enhance designs and cultivate a deeper understanding of best practices.

## PROJECTS

**Game Development Project** 06/2023-09/2023

- Built a 2D platformer using Unity and Visual Studio(C#). Programmed intricate player movement mechanics using custom physics, precise collision handling and trigger detection. Added friction, acceleration, variable jump, coyote time, ledge detection and camera shake into the game for an optimized player experience. Also added a combat system, allowing the player to throw and recall an ax, fire a gun and use a melee sword strategically to kill enemies, destroy walls etc., enhancing gameplay dynamics.

**VR World Development** 10/2023-12/2023

- Created a VR world for meta quest and android called "[Space Hunt](#)", available on VRChat, using the Unity Game Engine, the VRChat SDK and API.

## SKILLS

- **Languages:** Java, C#, C/C++, HTML, CSS, Javascript, ARM 32-bit Assembly, Markdown, LaTeX
- **Tools/Frameworks:** Unity Game Engine, VSCode, Github, Git, MATLAB, JUnit