

Amaan Karachiwala

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EDUCATION

Chapman University, Orange, CA

May 2023

Bachelor of Science in Computer Science with a minor in Psychology

Relevant Courses:

- Operating Systems
- Artificial Intelligence
- Computer Architecture
- Data Structure and Algorithms
- Digital Logic
- Machine Learning
- Database Management
- Discrete Mathematics
- Multivariable Calculus

COMPUTATIONAL SKILLS

- Advanced in **Python, Java, C, C#, C++, Unity3D, Haskell, Linux/Unix and Git**
- Skilled in **Windows, SQL, Blueprint Visual Scripting, HTML**
- Intermediate with **Smalltalk, Jenkins, Docker and JSON**
- Familiar with **Final Cut Pro and Tableau**
- Language: **Hindi, Gujarati, Spanish**

WORK EXPERIENCES

Nazara Technologies, Mumbai, India

Jun 2022 - Aug 2022

Game Developer Intern

- Collaborated with a different team for each mobile game project, employing agile methodologies to ensure timely delivery and efficient communication.
- Designed and developed Carrom Clash, a single or multi-player carrom game on Unity that has generated over 50k downloads on the Google Play Store.
- Created an Olympics obstacle racing game using Unity to simulate various challenges faced by athletes during the competition, earning top scores from beta testers.

Body Image Ltd, Mumbai, India

Mar 2020 - Jun 2021

Social Media Manager

- Planned, executed, and edited various high-quality videos for India's leading pilates instructor, resulting in a 25% increase in engagement on social media platforms.
- Collaborated with the marketing team to develop and implement a successful social media strategy that contributed to an impressive growth of Instagram followers from 800k to 1.2 million within six months.
- Managed the development of the MovEat website by working closely with developers and incorporating key features such as online ordering system, menu management system, and payment gateway integration.

PERSONAL PROJECTS

Pericles: The Discord Moderator

Feb 2023 - May 2023

- Implemented a sentiment analysis-based chat moderation system that blocked 90% of the hateful comments and encouraged constructive discussions, resulting in a 35% increase in user engagement.
- Developed a liking/disliking system that facilitated healthy discussions and incentivized users to post quality content, increasing positive merit scores by an average of 40% among active users.
- Block spam messages instantly and put repeat offenders into timed-out status automatically, reducing spam by 70%.

Prison Break in Unity

Nov 2021 - Dec 2021

- Designed and developed a fully immersive gameplay experience with Unity, incorporating high-quality graphics and sound effects to bring the Alcatraz prison break simulation to life.
- Implemented challenging obstacles, including zombie enemies and locked doors, requiring players to use strategic thinking skills in order to successfully navigate through the game.

At the Mountain of Madness in Unreal

Jan 2020

- Innovated a groundbreaking VR roller coaster ride that allowed players to shoot their way through a monster-infested landscape, resulting in a 35% increase in game engagement.
- Spearheaded the programming team responsible for writing complex code that integrated motion controllers with virtual guns, leading to an unprecedented level of interactivity and realism for players.