AMEYA GOEL

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EDUCATION

2021 - 2025

UNIVERSITY OF BRITISH COLUMBIA

- B.A in Computer Science

SKILLS

SOFTWARE

- Figma
- Adobe Suite (PS, AI, XD, ID)
- Canva
- Maya
- Blender
- Unreal Engine 5
- Unity Engine
- Procreate

LANGUAGES

- Java
- C++/C#
- JavaScript/TypeScript
- HTML/CSS
- Python
- SQL

VOLUNTEER

STUDENT VOLUNTEER - SIGGRAPH 2025

- Assisted with conference centered around computer graphic for industry professionals.

GRAPHIC DESIGNER - UBC ARTS UNDERGRADUATE SOCIETY

- Created graphics and presentations supporting AUS events and initiatives.

WORK EXPERIENCE

Culture Foundry Studios   JUNE 2024 - APRIL 2025

UX Designer/Front-end Developer

- Improved accessibility and usability by redesigning the web interfaces of a First Nations language learning app through learning activities.
- Reduced load times of web interfaces by streamlining the codebase with CSS and Blazor components in C++.

UBC Emerging Media Lab   JUNE 2024 - AUG 2024
                                          JAN 2025 - APRIL 2025

Software Engineer & UX Designer

- Enhanced player immersion in by creating 3D graphics, environments, models, and animations for the Procedural Poetry Funhouse in Blender.
- Developed interactive features and assets directly within Unreal Engine to support gameplay for the Nurse Practitioner VR project.
- Improved usability and accessibility through user-centered prototypes, mockups, and wireframes while working in agile development.

Web and Graphics Designer   NOV 2023 - JUNE 2024

UBC Vancouver School of Economics - Cities in Motion Lab

- Collaborated on the lab's web presence by designing reusable UI components, pages, and logos for brand cohesion using Figma and the Adobe Suite.
- Designed interfaces in WordPress for researchers to easily be able to display their work for others.

PROJECTS

Barista Beat Battle

- Created a turn-based RPG with rhythm elements with other students
- Created custom game assets, including custom animations and sprites, and implemented a cutscene system in OpenGL using C++.

Candy Rush

- Developed a hand-drawn 2D vertical platformer game with a team using C# and MonoGames.
- Refined player movement, sprite animation, and NPC behaviors through iterative testing and feedback.

justPeachy (cmd-f 2023 Cohere Prize Recipient)

- Constructed a web app using React that used a web scraper API with python to collect Amazon pricing and keyword data, then applied the Co:here API for semantic analysis of Pink Tax trends.