

Apoorva Parajuli

(510)-374-9867 | apoorvaparajuli0@gmail.com | [My GitHub](#)
[My LinkedIn](#) | [My Website](#)

I am a Computer Science senior undergraduate student with a passion for video game programming and machine learning. I am particularly interested in the tools, gameplay, and graphics programming fields and the applications of machine learning within them and I have taken several level design courses which have informed my knowledge of the Unreal Engine and the tools within it.

Education

University of San Francisco

Computer Science
Game Design Club Member
August 2021-Present

Relevant Courses: Introduction to Computer Science II in Java, Discrete Math, C and Systems Programming, Data Structures and Algorithms in Java, Linear Algebra, Machine Learning, Software Development, Programming Languages

Berkeley City College

Computer Science
August 2019-June 2021

Relevant Courses: Object Oriented Programming in C++, Data Structures and Algorithms in C++/Python, Multivariable Calculus, Vector Calculus, Intro. To Game Design, Game Level Design, Video Game Development, Animation/Game Studio Practice

SKILLS

Programming Languages

C, C++, C#, Java, Python

Technology

Unreal Engine, Perforce, Blender, GitHub, HTML, CSS, Git, Bash, PostgreSQL, Blazor

Misc.

Fluent in English, Conversational in Nepali, Martial Arts

Experience

Center for Empowering Refugees and Immigrants | Instructor

July 2021-August 2021 | California, USA

- Taught an Introductory Course on How to Use the 3D Tool Blender and Apply it for Modeling, Animation, and Sculpting
- Taught the Basics of Unreal Engine and how to Create Environments and Integrate Blender Creations into Unreal Engine
- Taught Basic Scripting and Programming for Unreal and Blender

Projects

Rue | Developer

Progress Reports & Documentation

August 2021-December 2021 | California, USA

- Once again a team project, but with more experience I was able to do more and be more organized in my blueprints and in the general editor, and so on.
- Began working more with Niagara, particle systems and materials. Developed an extensive array of gameplay tools for the player controller including but not limited to wall running, swimming, aerial takedown etc.

Killer Karens | Developer

Progress Reports & Documentation

January 2021-June 2021 | California, USA

- Developed a video game level in the Unreal Engine, programming and designing my level by myself though the entire project, which consisted of multiple levels, was a team effort.
- Dealt with various tools in Unreal such as the landscape tools, Animation retargeting, UI, AI, Materials, etc.