Apoorva Parajuli

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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 systems, 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, OCaml
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
•Had access to Perforce so was able to connect the various levels of different team members as one project and learned how to navigate the tool efficiently.
•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
•Used blueprints to create a first-person perspective shooter with pickups, enemy AI, branching dialogue, and enemy AI
•Dealt with various tools in Unreal such as the landscape tools, Animation retargeting, UI, AI, Materials, etc.