

Apoorva Parajuli

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

I am a Computer Science undergraduate student with a passion for video game design and programming. I have been in love with programming assets and designing levels ever since I took my first game design course. My pre-existing knowledge of C++ and some Calculus along with my developing understanding of 3D modeling has helped me understand game engines even better. It has also helped me gain an intuitive understanding of how the in-engine scripting works and the process of rendering scenes and animating.

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

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

Technology

Unreal Engine, Perforce, Blender, ZBrush, Photoshop, Premiere Pro, Audacity, GitHub, HTML, CSS, Git Bash

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

August 2021-Present | 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

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.