

# Bhargavi Gundla

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## EDUCATION

### Georgia Institute of Technology, Atlanta, GA

Bachelors of Science in Computational Media, Emphasis in Media Studies and Interactive Design

May 2021 - December 2023

GPA: 3.7/4.0

## EXPERIENCE

### Personnel Scheduler Technologies

Software Engineering and Simulation, Internship

August 2022 - Present

Remote

- Creating custom UI features for training products based in Unity to improve user experience
- Producing avatar customization components in C# for use in Locomotive Simulation products
- Refactoring code base and third party dependencies to upgrade PST products to current Unity versions

### Union Pacific Railroad

Software Engineering, Internship

May 2022 - August 2022

Omaha, Nebraska

- Developed a proof of concept Angular web app to enable white-labeling functionalities for PST client configurations
- Created a REST API in Spring Boot backed by PostgreSQL database to get and post client data
- Created a service to dynamically alter common features through JSON configurations and visual branding from client-side

### Georgia Institute of Technology - Electronic Artrium

Visual Arts Design Lead, Set Design Lead

January 2022 - Present

Atlanta, Georgia

- Creating a 3-D ant's eye view of the forest via Unity for use in the central aspect of the interactive exhibition
- Developing a C# UDP receiver to dynamically update multiple Unity Scenes in response to participant motion and LIDAR data
- Leading creation of the textile and decorative aspects of the outdoor and indoor installations in conjunction with the Electro-Mechanical Team

### Georgia Institute of Technology - School of Interactive Computing

Administration, Part-Time Assistant

January 2022 - Present

Atlanta, Georgia

- Serving as a point of contact for visitors and inter-department personnel
- Maintaining digital administrative records via MS Office
- Updating branding for department and student events using Adobe Illustrator

## PROJECTS

### Pokémon: Evolution Expedition!

Media Device Architecture, Final Project

March 2022 - May 2022

<https://github.com/bhargavigundla/Final-Project>

- Developed Game Boy Emulation in C
- Created parallax movement and animated assets using direct memory access (DMA)
- Created custom pixel art and tile maps using Adobe Photoshop and Tiled respectively, incorporating music and sound effects from previous Pokémon games into game play to recreate nostalgia

### Tower Defense: Goblin Rush

Objects and Design, Semester Project

January 2022 - May 2022

- Developed level-based implementation of Tower Defense in Java via Android Studios
- Utilized Agile Methodology and implementation of use cases to create assets and game logic
- Designed custom pixel art and various class diagrams to represent the game environment

## TECHNICAL SKILLS

**Programming languages:** Java, C#, Python

**Web Technologies:** HTML, CSS, Angular, TypeScript

**Adobe:** Photoshop, Illustrator, InDesign, Premiere Pro

**Graphics Applications:** Unity, Processing

**Database:** PostgreSQL, DBeaver, Postman

**Miscellaneous:** Git, Shell, Jira, GitLab, Docker

## RELEVANT COURSEWORK

**Computer Science:** Data Structures and Algorithms, Objects and Design, Computer Graphics\*

**Interaction-Design:** Game Studies, Media-Device Architecture, Experimental Digital Art\*

**Mathematics:** Discrete Mathematics, Linear Algebra, Multivariable Calculus

## AWARDS AND ACHIEVEMENTS

### Zell Miller Scholarship:

Awarded full undergraduate tuition coverage for academic excellence

2019 - Present

### Barbara James Service Award:

Served over 150 hours in clinics, hospice centers, hospitals, and food distribution centers

2018 - 2019

### 1st Place HOSA, Medical Device Creation:

Created a music therapy earphone device to facilitate stress relief and heart health

2018