Nikita "Nikki" Yarapathineni

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EDUCATION

University of Michigan   **Ann Arbor, Michigan**

B.S. in Computer Science, Michigan Community of Scholars Program   *Expected Graduation, May 2026*

- o **GPA:** 3.71/4.00
- o **Skills:** C++, C#, Python, JavaScript, HTML, CSS, Unity, GitHub, GitLab, Apps Script (Google Sheets), Figma, Jira, Trello, Slack, TeamDynamix (TDX), AssetCloud
- o **Related Coursework:** Game Design and Development, Game Engine Architecture, Games and UX, Computing for Creative Expression, Data Structures & Algorithms, User Interface Development, Introduction to Artificial Intelligence

EXPERIENCE

University of Michigan Student Life Technology Solutions   **Ann Arbor, Michigan**

Computer Consultant III (Student Lead)   *Sep 2025 – present*

Computer Consultant II   *May 2025 – Aug 2025*

- Lead and supervise a 25-person student team to support and manage 4,500+ devices; coordinate task delegation and escalation between students and full-time staff.
- Conduct interviews and onboarding/training for new hires; improved consistency and reduced repeat escalations by implementing performance tracking and standardizing workflows.
- Built and maintain Apps Script (JavaScript) automations that cut ticketing errors, enforce clean closeouts, and speed up inventory workflows via validation, auto-enrichment, and performance optimization.
- Earned first remote-work agreement for scripting based on delivery and independent ownership.
- Selected Technical Initiatives (Apps Script / JavaScript)**:** Automated ticket workflow safeguards for a 30+ staff process (required-field + link validation, RichText hyperlink parsing); built AV Master Record automation for 75+ buildings (dependent dropdowns, RichText hyperlinking, replacement-date projections), improving macro runtime from multi-second delays to near-instant.

PROJECTS

Dealer's Cut — *Unity, C#, Github, Jira (Team of 5)*

Itch.io: https://mishywishy.itch.io/dealers-cut

- Won 2nd place in a two-university showcase, recognized for novel gameplay experience and professional presentation polish.
- Owned key gameplay systems + design: implemented smooth camera controls, coroutine-driven animations, card-combination mechanic (ScriptableObjects) integrated via pub/sub events, lighting + coroutine sequences to reinforce game's pacing and vibe.

Legend of Zelda NES (Dungeon 1) Remake — *Unity, C#, Github, Jira (Team of 2)*

Itch.io: https://itsnikkialr.itch.io/zelda-remake-dungeon-1

- Implemented room-to-room camera transitions, reusable ("DRY") non-boss enemy movement, weapons + centralized weapon manager, full boss battle implementation, and weapon/inventory UI display.

Elevator Game Bot — *C++ (Team of 4)*

- Designed AI dispatch/pickup logic for a 3-elevator simulation using rider "anger," request density, and travel cost to prioritize high-risk floors and prevent point loss.
- Won grand prize against 600 participants + 150 projects after being judged by a panel, including sponsor JP Morgan Chase.

Flappy Bird Game — *Unity, C#*

- Built a Flappy Bird–style 2D game to self-teach game development, implementing SFX, obstacle spawning with object pooling and deterministic difficulty scaling, and a clean state machine (main menu/restart flow).