Nandan Vinjamury

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Professional Summary

Dedicated professional with expertise spanning software engineering, game development,
and project management success for leading organizations

Proven talent for aligning business strategy and objectives with established technology and operations management paradigms to drive continuous improvement and optimal quality. Innovation-focused thought leader with the ability to produce clean, high-quality code, deliver exceptional results in Agile development environments, develop and integrate innovative features, and proactively collaborate with cross-functional teams. Exceptionally dedicated professional with keen interpersonal, communication, and organizational skills, as well as strong educational credentials, including a Master of Science in Computer Science.

Core Competencies

- Software Development
- Game Mechanics Engineering
- Requirements Gathering
- Project Coordination
- Agile Development
- Software Testing
- Programming
- Issue Resolution
- Documentation

Professional Experience

Storm8 Inc., San Mateo [Oct 2021 to Present]
Full Stack Software Engineer
- Maintain responsibility for front-end changes in Unity3D C#, Protobuf, and Google Sheets integration across features, events, ad experiments, and internal tools, optimizing team productivity and user engagement.
- Partnered with the UI team as the main engineer to execute a sweeping UI Bottom HUD and tutorial overhaul, resulting in substantial screen real estate and improved user experience.
- Enabled server-side sale logic, and push notification token systems while tunneling to AWS using Go integrated with Redis, JSON, SQL, and Unity3D C#, for experimenting on increased revenue, retention, and quality-of-life.
- Spearheaded front-end functionality for "Designer vs Designer", "Home Design TV", and "Sweepstakes" features in "Property Bros: Home Design" and "Home Design: Makeover" apps, yielding an unprecedented boost in revenue.
- Demonstrate strong knowledge of SourceTree for version control and Looker for analytics observation.
- Foster and sustain collaborative working relationships with various leads to drive development.
- Ensure project completion and optimal quality within an Agile development environment.
- Perform software testing and bug-fixing through code reviews to verify proper functionality.

TwoDucky Studios, Remote [Jan 2019 to Mar 2019]
Core Game Mechanics Engineer Intern
- Charted the successful development of an audio tool prototype using Unity3D C# editor tools.
- Integrated various features, such as beats per minute (BPM), auto play, and key placement.
- Adapted to quickly changing priorities within a fast-paced and tight-knit work environment.
- Used strong critical thinking and problem-solving skills to efficiently resolve technical issues.

Double Axion Games, Cerritos [July 2017 to Sept 2018]
Unity Game Programmer Intern
- Gained experience using Unity3D C# to program with Photon Unity Networking (PUN), Google Leaderboards, AI, gameplay, and in-app purchases for the "Tank Crashers" app beta on the Google Play Store.
- Solo engineer in repurposing gameplay for educational children's apps in the Multiverse Games sector.
- Led the Chromefire Trivia 2D project independently with Android/Windows support in Unity3D C#.

Coding Minds Academy/Chegg Tutoring/Tutorme, Remote [Sept 2015 to Aug 2021]
Student Tutor
- Tutored students on a variety of academic subjects, including Unity, mathematics, and writing.
- Leveraged strong interpersonal and communication skills to build relationships of trust.

- Gained a deep understanding of student needs to provide tailored support.
- Recommended supplementary resources and materials to boost student development.

Projects

Financial Literacy in Youth - A Video Game Simulation and Study [Jan 2021 to Dec 2021]
- Published a master's thesis after developing a video game of strategy and playing cards known as "City of Cíbola" to study financial knowledge and literacy in youth.

LyricNN [Apr 2021 to May 2021]
- Partnered with team members to create a lyric generator using n-grams and word2vec with the Gensim library in Python.

Life Formula [May 2020 to June 2020]
- Undertook the development of a personal Flutter lifestyle app for Google Play using Dart programming language.
- Integrated Firebase for authentication and database features (NoSQL).

Game Development Club Leadership [Sept 2016 to Present]
- Advised the CPP Game Development Club Board on various events, joined the organizing board of the Student Game Developers' Alliance Summit in its infancy, taught game development principles, provided mentorship for students on their projects, and returned as a guest speaker for several workshops.

Global Game Jams & Hackathons [Sept 2016 to Aug 2019]
- Oversaw various activities related to building UI/gameplay, designing, iterating, and testing in a fast-paced, collaborative setting using Unity3D C# and Photoshop.
- Participated in over eight hackathons and game jams alongside many cross-functional teams.

Education and Credentials

Master of Science (M.S.) in Computer Science (GPA: 4.0), Dec 2021
- California State Polytechnic University – Pomona, Pomona, CA, USA
- Extracurricular Activities: Game Development Club Webmaster

Bachelor of Science (B.S.) in Computer Science, June 2020
- California State Polytechnic University – Pomona, Pomona, CA, USA
- Extracurricular Activities: Game Development Club Vice President

Additional Information

Technical Proficiencies: Unity3D C#, C, C++, Java, Go, Python, Redis, Protobuf, JSON, Looker, GitHub, SourceTree, Dart, Firebase, Google Play Services for Unity, Unix/Shell Scripting, Natural Language Processing, Mirror Networking, Steamworks.NET, HTML, CSS, TailwindCSS, Bootstrap, Photoshop
Interests: Video Games, Video Creation, Cooking, Writing, Literature, Music, Art, Movies/TV, Tennis, Beaches
Languages: English, Spanish