

NANDAN VINJAMURY

nandanvinjamury.github.io

(562) 556-4686

nvinjamury@gmail.com

CAREER OBJECTIVE

Personable Computer Science major (4.0 GPA) and software developer. Quick learner with good understanding of object-oriented concepts, data structures, algorithms, and S.E. Aiming to leverage a proven knowledge of programming to successfully fill the software engineering role at your company. Frequently affirmed as reliable by my peers, I can be trusted to help you achieve your goals.

EXPERIENCE

Coding Minds Academy, Chegg Tutoring, Tutorme

Online and In-Person Tutor

Sep 2015 - Present

- Taught students to program in Unity/Python, solve math problems, write, and improve other academic skills.

TwoDucky Studios

Core Game Mechanics Engineer

Jan 2019 - Mar 2019

- Developed audio tool prototype using Unity C# editor tools, including features such as beats per minute (BPM), auto play, and key placement.

Double Axion Games Internship

Unity Game Programmer

Jul 2017 - Sep 2018

- Using Unity C#, programmed with Photon Unity Networking (PUN), Google leaderboards, AI, gameplay, and in-app purchases for app Tank Crashers (Beta) on the Google Play Store.
- Worked in the "Multiverse Games" sector to improve educational childrens' apps.
- Created 2D solo project Chromefire Trivia with Android/Windows support in Unity C#.

PROJECTS

LyricNN

Apr 2021 - May 2021

- Collaboratively developed a lyric generator using n-grams and word2vec with the Gensim library in Python.

Life Formula

May 2020 - Jun 2020

- Created personal Flutter lifestyle app for Google Play using the Dart programming language.
- Integrated Firebase for authentication and database features (noSQL).

Global Game Jam & Hackathons

Sep 2016 - Aug 2019

- Performed tasks related to building UI/gameplay, designing, iterating, and testing for at least eight hackathons and game jams in Unity C# and Photoshop in a fast-paced teamwork setting.

EDUCATION

California State Polytechnic University, Pomona

Pomona, CA

Master of Science (M.S.) Computer Science (Expected graduation Dec 2021)

- **GPA:** 4.0
- **Extracurricular Activities:** Game Development Club Webmaster

California State Polytechnic University, Pomona

Pomona, CA

Bachelor of Science (B.S.) Computer Science (Jun 2020)

- **Extracurricular Activities:** Game Development Club Vice President

SKILLS

- | | | | |
|------------------------|------------------------|---------------|---------------------|
| • Unity C# | • Java | • Python | • C++ |
| • C | • JavaScript | • Dart | • Firebase |
| • HTML | • CSS | • TailwindCSS | • Bootstrap |
| • NLP | • Unix/Shell Scripting | • GitHub | • Agile Development |
| • Google Play Services | • Mirror Networking | • Photoshop | • Spanish |