Nandan Vinjamury

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[LinkedIn](#) | [Website](#)

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
Software Engineer
- Spearheaded engineering functionality alongside a dedicated team of cross-functional disciplines for feature development efforts which led to an unprecedented increase in revenue.
- Collaborated with the UI team as the sole engineer in a tight-knit environment to execute a mobile UI overhaul, resulting in substantial screen real estate and quality-of-life improvements.
- Maintain responsibility for developing changes in Unity3D C#.
- Demonstrate strong knowledge of SourceTree for version control and Looker for analytics observation.
- Foster and maintain collaborative working relationships with various leads to drive development.
- Ensure project completion and optimal quality within an Agile development environment.
- Identify, troubleshoot, and resolve complex issues in a timely and innovative manner.
- Perform software testing and bug-fixing through code reviews to ensure proper functionality.

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 in order to provide tailored support.
- Recommended supplementary resources and materials to boost student development.

TwoDucky Studios, Remote, Jan 2019 to Mar 2019
Core Game Mechanics Engineer Intern
- Charted the successful development of an audio tool prototype using Unity 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 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 Unity C# to program with Photon Unity Networking (PUN), Google Leaderboards, AI, gameplay, and in-app purchases for the beta Tank Crashers app on the Google Play Store.
- Solo engineer in repurposing gameplay for educational children's apps in the Multiverse Games sector.
- Spearheaded the Chromefire Trivia 2D project independently with Android/Windows support in Unity C#.

Projects

- **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: Spearheaded the development of a personal Flutter lifestyle app for Google Play using Dart programming language; integrated Firebase for authentication and database features (NoSQL).
- **Global Game Jams & Hackathons:** Sept 2016 to Aug 2019: Completed various activities related to building UI/gameplay, designing, iterating, and testing in a fast-paced, collaborative setting; participated in over eight hackathons and game jams in Unity C# and Photoshop.

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

Languages: English, Spanish
Technical Proficiencies: Unity C#, C, C++, Java, Python, Looker, GitHub, SourceTree, Dart, Firebase, Google Play Services, Unix/Shell Scripting, NLP, Mirror Networking, HTML, CSS, TailwindCSS, Bootstrap, Photoshop
Interests: Video Games, Video Creation, Cooking, Writing, Literature, Music, Art, Movies/TV, Tennis, Beaches