

# NANDAN VINJAMURY

nandanvinjamury.github.io

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## CAREER OBJECTIVE

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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 Blizzard achieve its goals.

## EXPERIENCE

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### Chegg, Tutorme, TeamViewer

Online and In-Person Tutor

Sep 2015 - Present

- Taught students to program, solve math problems, write, and improve other academic skills

### Life Formula (Independent)

Mobile App Developer

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

Team Lead

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# in a fast-paced teamwork setting

### 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# including design, art, music, and programming

## EDUCATION

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### 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

## ADDITIONAL SKILLS

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|--------------------------|---------------------|------------------------|
| • Unity C# (Unity3D)     | • Java              | • C, C++               |
| • HTML                   | • Dart and Firebase | • Google Play Services |
| • TailwindCSS, Bootstrap | • SCRUM             | • Photoshop            |
| • GitHub                 | • Networking        | • Spanish              |