

NANDAN VINJAMURY

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Summary: Frontend programmer aiming to gain professional experience and expand knowledge of SCRUM production.

EDUCATION

SEPTEMBER 2016 – JUNE 2020

B.S. IN COMPUTER SCIENCE

CALIFORNIA POLYTECHNIC STATE UNIVERSITY, POMONA

AUGUST 2018 – AUGUST 2019

VICE PRESIDENT

CPP GAME DESIGN AND DEVELOPMENT CLUB

- Organized operations for the annual Summit for the Student Game Developer's Alliance of Southern California
- Presented Unity workshops and games and mentored over sixty members at a time
- Managed events such as game nights, a design contest, and an annual Game Pitch

SKILLS

- **LANGUAGES AND APIS:** C#, Java, C++, C, HTML, CSS, JavaScript, JavaFX, Dart, Unix (grep, sed, awk, shell scripts)
- **TOOLS:** GitHub, Unity3D, Firebase, Bootstrap, Photon Networking, Scratch, Google Play Services
- **COURSEWORK:** Data Structures, Algorithms, Assembly and Object-Oriented Programming, Operating Systems
- **OTHER:** Personable, Team oriented, Responsible, Scrum capable, Multilingual

EXPERIENCE

MAY 2020 – JUNE 2020

MOBILE APP PROGRAMMING

INDEPENDENT FLUTTER PROJECT

- Created lifestyle app "Life Formula" on Google Play using Dart and Firebase with authentication and a noSQL database

JANUARY 2019 – MARCH 2019

CORE GAME MECHANICS

TWODUCKY STUDIOS INTERNSHIP

- Audio tool development/unit testing including framework, Unity C# editor tools, auto play, BPM, and key placement

JULY 2017 – SEPTEMBER 2018

UNITY GAME PROGRAMMER

DOUBLE AXION GAMES INTERNSHIP

- Programmed multiplayer using Photon Unity's online networking system, Google Play leaderboards, AI, gameplay features, and in-app purchases for Android app *Tank Crashers* currently on the Play Store using Unity's C#
- Worked in the Multiverse Games, Inc. sector to improve bought IPs with educational entertainment content for children: "learn while playing"
- Developed 2D solo project *Chromefire Trivia* with Android/Windows support in Unity with C#: designed gameplay, created music and art assets, and programmed gameplay and UI

SEPTEMBER 2016 – PRESENT

PROGRAMMER, DESIGNER, QA TESTER

HACKATHONS, GLOBAL GAME JAM

- Programmed UI, gameplay, and design elements for at least eight hackathons and game jams in C#
- Performed QA Testing for projects titled *Super Hell Warriors*, *HydroHunters*, *Spider Beach*, *Ninja Star*, *Mr. Mustache and his Minions*, and *S'more Madness* in an iterative, fast-paced, teamwork setting

SEPTEMBER 2015 – PRESENT

MATH, LOGIC, ENGLISH, AND CS TUTOR

CHEGG, TUTORME, TEAMVIEWER

- Teaching students to program games and improve math and writing skills