

# VARUN PEESAPATI

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## EDUCATION

### University of Southern California

Aug 2021-May 2023

*Master of Science, Computer Science (Game Development), GPA: 3.65/4.0*

### University of California, Davis

Sep 2016-Jun 2020

*Bachelor of Science, Computer Science & Engineering (Minor: Mathematics), GPA: 3.6/4.0*

## EXPERIENCE

### Lead Engineer, Eye 4 Eye

May 2022-June 2023

- Led a team of four engineers in development of the Advanced Games Project game, Eye 4 Eye, built using Unity 3D.
- Collaborated and engaged with multi-disciplinary teams on game design ideas and implementations.
- Played a key role in the development of core systems such as movement, interaction, and inventory systems.
- Responsible for the development of a dynamically layered hint system for better player accessibility.

### Full Stack Developer Intern, Covalense Digital Solutions

May 2022-Aug 2022

- Developed a modular, performant, and easy-to-use front-end web application for a provisioning and rating pipeline application.
- Integrated back-end REST APIs to efficiently connect the web application with MySQL tables.
- Actively engaged in design discussions of the application.

### Game Producer & Game Director, Effugium

Jan 2022-Apr 2022

- Co-produced and co-directed Effugium, a first-person exploratory horror walking simulator emphasizing dreadful atmosphere and immersive sounds with an emergent narrative, built using Unity 3D.
- Crafted world, narrative, interaction system, movement system, and captured metrics for testing purposes.
- Collaborated on music and sound effects with students from the Berklee College of Music.
- Organized weekly stand-up meetings and regularly maintained a task list to keep track of individual deliverables.

## ACADEMIC PROJECTS

### The Endless Battle | Python - Pygame

Apr 2021-May 2021

- Created a 2D top-down arcade shooter where players must survive an endless barrage of attacks from distinct types of enemies, with integrated support for PS4 controllers.

### Untitled Platformer Game | Unity

Nov 2019-Dec 2019

- Designed and developed a 2D platformer challenging players to clear a gauntlet of arduous courses in a variety of unique worlds.

### HealthyU | ReactJS, Python - Beautiful Soup

Jan 2020-June 2020

- Constructed an easy-to-use web application to efficiently curate relevant and reliable health information specifically catered for senior citizens.

## SKILLS

**Programming Languages:** C, C++, Python, C#, Java, ReactJS, BASH

**Game Engines:** Unity 3D, Pygame

**Tools:** Git, GitHub, Perforce, MS Office, Beautiful Soup, Markdown, Spring Data, MySQL

**Extracurricular:** Leadership, Organizational

## HONORS & AWARDS

- Awarded the UC Davis College of Engineering Dean's Honors List for Winter 2017, Fall 2017, and Fall 2018.
- Awarded the Digital Health Resources Grant provided by UC Davis Health for *HealthyU*.

## ACTIVITIES

- Tutored undergraduate Computer Science students and hosted several midterm/final review sessions for entry-level Computer Science courses as a member of the UC Davis Computer Science Tutoring Club.
- Volunteered as a mathematics tutor for underprivileged children in Bengaluru, India.
- Volunteered in various lake cleanup and tree plantation drives organized all over Bengaluru, India.
- Worked as a student aide at USC School of Cinematic Arts and assisted professors with grading and organizing regular office hours.