

VARUN PEESAPATI

Los Angeles, CA | +1 (213) 573-3480
peesapat@usc.edu | [linkedin.com/in/vpeesapati](https://www.linkedin.com/in/vpeesapati) | vpeesapa.github.io

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 Gameplay Programmer, 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 C# on Unity 3D.
- Collaborated and engaged with multi-disciplinary teams on game design ideas and implementations, including playtests.
- Played a key role in the development of core systems such as movement, interaction, inventory, and save/load 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 for a telecommunication solution using ReactJS and CSS, resulting in improved client impressions.
- Created and integrated back-end REST APIs to efficiently connect the web application using Spring Data and Java.
- Actively engaged in design discussions of the application with a six-person team, building effective teamwork and communication.

Game Developer, Effugium

Jan 2022-Apr 2022

- Co-developed and co-designed Effugium, a first-person exploratory horror walking simulator emphasizing dreadful atmosphere and immersive sounds with an emergent narrative, built using C# on 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 maintained a burndown chart 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 environmental causes 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.