

VARUN PEESAPATI

Los Angeles, CA | +1 (213) 573-3480
peesapat@usc.edu | [linkedin.com/in/vpeesapati](https://www.linkedin.com/in/vpeesapati) | megane20.itch.io

EDUCATION

University of Southern California **Aug 2021-May 2023**

Master of Science, Computer Science (Game Development), GPA: 3.6/4.0

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-Present**

- Lead a team of engineers in development of the Advanced Games Project game, Eye 4 Eye.
- Collaborate with multi-disciplinary teams on game design ideas and implementations.
- Implement a search engine terminal using Google's PageRank algorithm.

Full Stack Developer Intern, Covalensedigital Solutions **May 2022-Aug 2022**

- Developed a modular, performant, and easy-to-use front-end web application for a provisioning and rating pipeline application.
- Created and 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, Java, C#, 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.