Yash Malegaonkar

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Education

University of California, Santa Cruz — Santa Cruz, CA
Masters of Science in Computer Science — *Sep. 2025 – June 2026*

University of California, Santa Cruz — Santa Cruz, CA
Bachelors of Science in Computer Science: Game Design, Minor in Computer Science — *Sep. 2022 – June 2025*

Experience

Autonomous Vehicle Framework Software Engineer Intern — Jun. 2025 – Sep. 2025
NVIDIA — *Santa Clara, CA*

- Developed a runtime symbol translation tool to enhance backtrace readability, improving debugging efficiency during runtime failures.
- Improved system reliability by reducing message loss to zero, through tooling enhancements and targeted analysis of system communication patterns.
- Implemented a command-line interface for visualizing dependency graphs, streamlining internal validation workflows and enabling faster debugging across development teams.

Research Assistant, Software Developer — Apr. 2023 – Jun 2025
Game User Interaction and Intelligence Lab — *Santa Cruz, CA*

- Developed gameplay mechanics in Unity using C and Python-based tools, facilitating systematic development aligned with technical requirements.
- Conducted research based on user interactions with the game, analyzing game mechanics' effectiveness in promoting habitual formation, contributing to understanding user engagement and experience within interactive environments

Reader and Tutor — Sep. 2024 – Jun. 2025
Baskin School of Engineering — *Santa Cruz, CA*

- Tutored students in Computer Systems and C Programming, Intro to Python, and Foundations of Video Game Design
- Led office hours and discussion sections to resolve students' course-related queries, optimizing student learning outcome
- Collaborated with professors to refine teaching strategies, supporting learner engagement and information retention

Projects

Shloka | *C, P5.js,Unity, Heroku, OpenCV, Python*

- Developed a Unity-based game combining climate change education with religious themes using C#
- Contributed to research and publication on the impact of religious and climate change game mechanics in CHIPLAY 2024 and DIS 2025.

Voxel Engine | *C++, WebGL*

- Developed a Minecraft-inspired voxel engine using C++ and OpenGL, implementing multithreading for improved chunk generation and texture rendering.
- Currently working on multiplayer integration to enhance user interaction and scalability.

Technical Skills

Languages: Python, C/C++, C#, SQL(Postgres), JavaScript, TypeScript, HTML/CSS
Frameworks: React, Node.js, Flask, Deno, FastAPI, Phaser, P5.js, Unity
Developer Tools: Git, Docker, npm, Jest, Wireshark

Publications

CHI PLAY 2024: Sai Siddartha Maram, **Yash Malegaonkar**, et al. "Shloka: Developing Climate Change interventions through a lens of Religion and Videogames."
DIS 2025 Sai Siddartha Maram, **Yash Malegaonkar**, et al. "Pray For Green, Play For Green": Integrating Religion into Climate Change Serious Games