

# Yash Malegaonkar

Milpitas, CA • (408)-627-0008 • yash.malegaonkar@gmail.com • [LinkedIn](#) • [GitHub](#)

## EDUCATION

**University of California, Santa Cruz** – Santa Cruz, CA June 2026  
**Bachelor of Science in Computer Science: Game Design, Minor in Computer Science**  
Relevant coursework: Data Structures and Algorithms, UI/UX design, Game Systems, Computer Systems and C programming, Computer Architecture, Game AI  
Honors & Awards: Co-Author of Environmental & Climate Justice in Computing

## SKILLS & CERTIFICATIONS

- **Skills:** Python, C, C++, Node.js, CSS, HTML, p5.js, Javascript, Phaser3, Unity, C#, Unreal Engine, Photoshop, Large Language Models, Microsoft Office, Figma, Adobe Illustrator, Prompt Engineering
- **Certifications:** The Complete Python Bootcamp From Zero to Hero in Python, CodePath CYB102 course

## EXPERIENCE

**Game User Interaction and Intelligence Lab-Research Assistant** | Santa Cruz, CA April 2023-Present

- Accomplished the successful development and launch of a Unity-based platformer game rooted in ethnographic research.
- Successfully integrated OpenAI and Teachable Machine for user speech and gesture capture, enhancing user interaction through API calls and a Flask app for WebGL compatibility, resulting in a unique and immersive experience within the game.

**Mathnasium- Instructor** | Santa Cruz, CA October 2022 – Present

- Collaboratively addressed students' homework challenges, identified skill gaps, and fostered open communication to ensure their academic progress.
- Effectively communicated complex mathematical concepts through technology and interactive aids, adapting teaching methods based on student feedback to create an engaging learning environment.
- Supported teacher instruction by collaborating with fellow instructors, communicating with parents, and contributing to curriculum improvement through solid teamwork.

## PROJECTS

**Shloka - Research Assistant/ Lead Game Developer** | Team of Game User Intelligence Lab led by Dr. Magy Seif El-Nasr [View Project](#)

- Conducted in-depth research based on user interactions with the game, focusing on three main areas: the effectiveness of the game in promoting religious habit formation, the impact of the game's religious mechanics on traditional religious mechanics, the differences between standard climate change games and games combining religious and climate change elements.
- Utilized: Unity, Whisper, Teachable Machine, Firefly, C#, Python, Flask, HTML, CSS

**Online Crossword** | Team of Game User Intelligence Lab led by Dr. Magy Seif El-Nasr [View Project](#)

- Created an interactive online crossword puzzle that incorporated clickable boxes for user answers, measured by providing immediate feedback on answer correctness, all achieved by implementing a front end that validated user responses.
- Utilized: Python, Node.js, HTML, CSS, Git

## LEADERSHIP & AFFILIATIONS

[CodePath](#) | Community Member | Remote September 2023-Present  
**National Youth Leadership Training** | Senior Patrol Leader | San Jose, CA June 2019-Present

- Led teams of youth participants through the NYLT program, fostering their leadership growth and personal development, measured by their successful application of newly acquired leadership skills in real-life scenarios, such as planning and executing service projects within their scouting units.