

Apoorva Parajuli

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I am a senior undergraduate student majoring in Computer Science with an interest in game development. I am particularly interested in the graphics programming field and have worked on several projects hoping to strengthen my understanding of this field and other fields.

Education

University of San Francisco

Computer Science

August 2021-Present

Relevant Courses: C and Systems Programming, Programming Languages, Computer Architecture, Operating Systems, Machine Learning, Data Structures and Algorithms in Java, Software Development, Vector Calculus, Discrete Math, Linear Algebra

SKILLS

Programming Languages

C, C++, JavaScript, SQL, Java, Python, HTML

Technology

Unreal Engine, Perforce, Git, Django, React.js, Next.js, Node.js, CSS, PostgreSQL

Experience

Family Justice Center | Developer

March 2023-PRESENT | California, USA

Tools Used: JavaScript, Python, Django, Next.js, Node.js, React.js

- Developing a web application for secure storage and access of client information for the Family Justice Center non-profit organization using Django and Next.js

Projects

Master Class Project | Developer

January 2023-May 2023 | California, USA

Tools Used: PostgreSQL, Node.js, React.js, Next.js, Axios, NextAuth, Bcrypt, JavaScript

- Developed a web application in a team of 3 for course instructors and students to be able to communicate with capstone project sponsors more conveniently
- Made use of the Node.js, React.js, and Next.js frameworks to develop the server and client sides of the web app and worked with stored procedures in pgSQL to simplify API setup

Search Engine | Developer

August 2022-December 2022 | California, USA

- Developed a multithreaded + non-threaded implementation of a search engine that acquired data from the local file system or by crawling the web and stored the data in an inverted index
- Developed multi-threaded + non-threaded versions of query handling which would take the scraped data and write it out to files in JSON

Rue | Developer

[Progress Reports](#) & [Documentation](#)

August 2021-December 2021 | California, USA

Tools Used: Niagara, Perforce, Blueprints, Behavior Trees, Blender, Unreal Engine

- Had access to Perforce so was able to connect the various levels of different team members as one project and learned how to navigate the tool efficiently.
- Began working more with Niagara, particle systems and materials. Developed an extensive array of gameplay tools for the player controller including but not limited to wall running, ziplining, aerial takedown etc.

Killer Karens | Developer

[Progress Reports](#) & [Documentation](#)

Tools Used: Line Tracing, Behavior Trees, Blueprints, Unreal Engine

January 2021-June 2021 | California, USA

- Used blueprints to create a first-person perspective shooter with pickups, enemy AI, branching dialogue, and enemy AI
- Dealt with various tools in Unreal such as the landscape tools, Animation retargeting, UI, AI, Materials, etc.