Avineesh "Avi" Kompella

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WORK EXPERIENCE

iD Tech Camps   **Los Angeles, CA**
Instructor   *Jul. 2020 - Aug.2023*
- Empowered over 200 students from ages 8-17 in their game development & programming journeys.
- Guided students' project phases on platforms such as Roblox, Unity, PyGame, GDevelop & Scratch.
- Improved students' programming in over 1,000 lessons on languages such as C#, Lua, Java & Python.

Stellar Business Management Group   **Los Angeles, CA**
Graphic Designer, Forklift Simulator Technical Support   *Dec. 2021 - Dec. 2022*
- Created visual designs for newsletters, social media posts, digital/physical fliers, & website banners.
- Collaborated regularly with clients to create marketing content for their services & events.
- Onboarded & troubleshooted technical issues for customers of a company client, Forklift Simulator.

Speckle Corp.   **Irvine, CA**
Chief Design Officer   *Mar. 2020 - Mar. 2021*
- Headed product design direction, producing over 100 different mid-fidelity & high-fidelity prototypes.
- Maintained supplemental materials such as user personas, usability tests, & story branding documents.
- Utilized Agile & Scrum methodologies to improve on the design team's workflow & results.

PROJECTS

Survive A Day Of College (Roblox, Lua)
Game Designer, Programmer
- Leading development of a 3D platformer, including engineering, user interface design, & level design.
- Utilizing features of the Roblox engine, such as server/client communication, remote events, & metatables.
- Iterated upon & improved the gameplay experience by writing debugging tools & running playtests.

Rubicon Alley (Unity, C#)
Lead Gameplay Engineer
- Served as primary engineer in a team of 4 as part of the 2023 PIGsquad Summer Narrative Jam.
- Programmed, tested, & polished first-person camera & movement, physics, & interactions.
- Implemented & customized a dialogue interaction system for non-player characters.

Fool's Gold (Unity, C#)
Project Lead, Level Designer, Gameplay Designer, Programmer
- Assembled a four-person team for a 2D Auto-Runner project & guided members in their roles.
- Headed the gameplay experience by building & testing the gameplay design, level design, & aesthetics.
- Programmed game object behavior, including collisions, event triggers, collectibles, & player physics.

SKILLS

Programming languages: Python, Java, C#, C++, Lua, SQL, HTML, CSS

Tools & technologies: Unity, Roblox Studio, Microsoft Office Suite, Google Workspace, Trello, Jira, Figma, Adobe XD, Canva, Linux OS, Spring & SpringBoot, Relational + Nonrelational Databases, Dependency Injection, Unit Testing, REST API development, AWS Services, Continuous Integration & Deployment

EDUCATION

University of California, Irvine   **Irvine, CA**
B.S. - Computer Game Science   *Sep. 2016 - Dec. 2020*
- GPA: 3.08/4.00

Netflix Career Pathways Bootcamp
Certificate, Java Foundations & Systems Integration + Computer Science   *Dec. 2022*

ELVTR
Certificates - Game Design, UX/UI In Gaming, Game Production   *Aug. 2021 - Jun. 2023*