

Aryaman Ramchandran

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EDUCATION

Loyola Marymount University - B.S. Computer Science (Los Angeles, CA)

(Aug 2020 - May 2024)

GPA: 3.96

WORK EXPERIENCE

CodeRevKids - Coding Instructor (Santa Monica)

(Jul 2022 - Aug 2023)

- Designed a teaching curriculum and trained over 100 students on Python, Scratch, and Java.

Gotham City LA - Web Developer (Burbank)

(Jun 2022 - Jul 2022)

- Analyzed usage data and implemented changes to boost user interactivity and drive additional website traffic.

Electronic Arts - Software Engineer Intern (Los Angeles)

(Aug 2021 - Dec 2021)

- Built and implemented functions into AAA game titles utilizing C++, and C#.
- Developed features and optimized performance and scalability of server systems.
- Innovated features to support games to help reduce technical dependency on legacy systems.

Inhabitr - Technology Support Intern (remote)

(Jun 2021 - Aug 2021)

- Devised and pitched concept to expand into student rental market to management team.
- Designed model and solution to categorize over 500 furniture SKUs and accurately track stock availability.

PROJECTS

Senior Project - Game Development (Founder, Project Lead)

(Aug 2023 - May 2024)

- Ideated game concept, core design, assembled team and executed using C# and Unity.
- Led teams over sound design, graphical aesthetics, models, animation, game music, and voice acting.

Independent Study - LLM Narrative Generation

- Utilizing LLaMA LLM's to create an AI narrative agent to generate infinitely expanding interactable story.

Other Key Projects

(May 2022 - May 2023)

- **Maze Runner:** Devised a maze runner influenced game with C# to randomly generate a play space in Unity.
- **Graphics Library Project:** Constructed a 3D library using linear algebra concepts in Javascript.
- **Compilers Project:** Developed a compiler, ElectricScript, using JavaScript, to enable Electrical Engineering students to better understand code.
- **Distle Project:** Created an AI in Python for a more complex version of popular word game, Wordle.

EXTRACURRICULARS

Game Development Club Executive Board - Community Manager (CM)

(Aug 2023 - May 2024)

- Resurrected club and fostered environment for interdisciplinary collaboration in game development.
- Elected to manage club operations and members. Increased membership by 100 in first 2 months.

SKILLS

Programs: C, C++, C#, Java, Javascript, Python, Swift, HTML

Technical: Calculus, Linear Algebra, Photoshop, Premiere Pro, Ableton DAW, Vocal Production

Other: Leadership, Critical Thinking, Public Speaking, Collaborative