

Shivraj Jadeja

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EDUCATION

Arizona State University | GPA: 3.81/4.00

Tempe, AZ

Bachelor of Science in Computer Science

Expected May 2027

• Relevant Coursework: Data Structures & Algorithms, Software Engineering, Object-Oriented Programming, Computer Organization & Assembly, Digital Design Fundamentals, Calculus III, Probability & Statistics, Information Assurance, Theoretical CS, Game Development I & II

SKILLS

- Programming Languages: C#, C++, GML, Java, JavaScript, Python, HTML, SQL, MATLAB
- Engines & Tools: Unity, GameMaker Studio, Unreal Engine, Git, GitHub, Visual Studio
- Game Development: Gameplay Programming, Enemy AI, Interaction Systems, Game States, UI Systems, Level Design, Audio Integration, Debugging, Playtesting
- Spoken Languages: Fluent in English, Hindi, and Gujarati; Elementary Japanese

PROJECTS

Meowtopia – Unity, C#, Git/GitHub, AI Systems

May 2026

• Led programming for a month-long team project where players collect keys and escape a corrupted world while avoiding pursuing monsters.

• Implemented a **ghost enemy AI** with timed spawning, player pursuit, audio cues, and **hiding-based survival behavior**.

• Managed programming team tasks, reviewed integrations, and **merged team contributions** through **GitHub**.

Crimson Hours – Unity, C#, Git/GitHub, Gameplay Programming, Animation Integration

March 2026

• Led the programming team during a **one-week game jam**, distributing tasks and managing all code integration and merges through **GitHub**.

• Developed core systems including **monster AI**, **chase and kill sequences**, keycard doors, item integrations, and interactive doors.

• Sourced a monster model, rigged it using **Mixamo**, and integrated its animations into chase sequences and cinematic cutscenes.

Cactus Countdown – Unity, C#, FPS Survival

February 2026

• Designed the **low-poly desert level** for a one-week B-movie game jam, creating the environment where players defend an injured space horse from cactus monsters.

• Structured **combat spaces and enemy routes**, fixed bugs in the **gun-shooting mechanic**, and integrated background music to support the survival experience.

FileNotFound – GameMaker Studio, GML, UI and Puzzle Systems

December 2025

• Programmed and designed a two-month narrative puzzle game set inside a computer compromised by a hacker.

• Helped build **9–10 interactive applications**, each featuring distinct puzzles, passwords, story clues, UI behavior, and comedic events.

• Supported system integration and debugging within a small programming team, helping deliver the completed game under a tight deadline.

Samurai Slasher – GameMaker Studio, GML, 2D Platforming

October 2025

• Created an individual 2D **endless platformer** with automatic movement, precision jumping, lava hazards, and procedurally selected level patterns.

• Programmed three playable samurai forms, each featuring **two katana attacks**, **animated combat**, sound effects, and form-changing power-ups.

• Built a complete **gameplay loop with procedural sections**, scoring, music, game-over handling, and a final results screen.

EXPERIENCE

Programming Lead – ASU CPI 211 Game Development Teams

March 2026 – May 2026

• Led programming across **2 Unity team projects**, assigning tasks, coordinating integrations, and maintaining shared **GitHub repositories**.

• Developed and integrated **gameplay**, **enemy AI**, **interaction**, **horror-event**, and **progression systems** across **Crimson Hours** and **Meowtopia**.

Pod Operator – Dreamscape Learn

February 2026 – Present

• **Operate and troubleshoot** immersive **VR systems**, guiding users through headset setup and monitored virtual experiences.

Sun Devil Motorsports – Formula SAE

February 2024 – Present

• Collaborated on a multidisciplinary engineering team using **SolidWorks** and **MATLAB** to design components and analyze test data.