

KRISHNA THOLUDUR

(805) 559-1946 | katholud@g.ucla.edu | Los Angeles, CA | Website: krishna-tholudur.vercel.app

EDUCATION

University of California, Los Angeles (UCLA)

Los Angeles, CA

Bachelor's of Science - BS, Computer Science (GPA: 3.9)

TECHNICAL SKILLS

Languages: C/C++, C#, Java, Python, JavaScript/TypeScript, Bash, x86-64 Assembly

Tools: Unreal Engine, Unity, Blender, Git, Node.js, React Native, Docker

EXPERIENCE

Cross Movements Disorder Lab - UCLA

Los Angeles, CA

Researcher/VR Developer

October 2025 - Present

- Building immersive VR environments in Unreal Engine and Unity for clinical research on Parkinson's disease, supporting studies on "freezing of gait" and patient motor responses to environmental stimuli.
- Configured 25+ MetaHuman AI navigation and appearance parameters in Unreal to enhance overall patient immersion.
- Developed custom C# runtime scene configuration systems in Unity, procedurally repositioning and rotating obstacle geometry via transform hierarchies, eliminating manual scene setup between trials and speeding up experiment iteration.

Curriculum Developer and Course Instructor - UCLA

Los Angeles, CA

E1 Game Development in Unity

March 2025 - Present

- Redesigned and improved curriculum for UCLA's 10-week for-credit E1 Game Development course, integrating Unity 6 features and URP workflows to teach industry-aligned best practices
- Instructor during Winter quarter, instructing 20+ students on end-to-end Unity game development workflows

ACM Studio - UCLA

Los Angeles, CA

Co-President

March 2026 - Present

- Led 30 officers and 100+ members in UCLA's premier game development club, organizing technical workshops, industry speaker events, and game jams, while expanding curriculum to include Unreal Engine and VR development.
- Taught standalone game development workshops for 50+ students in both Unity and Unreal Engine, covering AI behavior programming, technical art workflows, environmental design, and C#/C++ scripting
- Spearheaded the creation of a VR workshop series, guiding students through the end to end development of a VR game using OpenXR and XR Interaction Toolkit packages to interface with Meta Quest headsets

PROJECTS

MKUltra - Unity Co-op Roguelike FPS

Los Angeles, CA

Cross-functional team (10 members: engineers, artists, writers)

December 2025 - Present

- Built server-authoritative enemy AI in Unity with FishNet, including a Mimic enemy that samples surrounding floor decor to disguise itself (replicating mesh swaps to all clients via ObserversRpc) and a flying Pigeon enemy with a state-machine-driven flash-blind attack and cooldown-gated flee behavior.
- Designed an end-to-end weapon systems suite: movement-based spread inaccuracy, camera recoil, sniper scope FOV toggle, physics-based projectile system, dynamic crosshair, and a stat-modifying weapon mod system integrated into the roguelike loot pool.

Prime Weaver - UE5 Roguelike Game

Los Angeles, CA

Personal Project

June 2025 - June 2026

- Built a modular spellcasting system in Unreal using C++ inheritance and clean OOP, defining base spell classes with overrideable behaviors to support 15+ elemental ability combinations and future expansion.
- Implemented physics-driven combat in Unreal with animation-blueprint blending and optimized Niagara/VFX systems.
- Leading a 10+ person team in ACM Studio's Students-Run-Studios (SRS) program, integrating Agile workflows to expand content, refine gameplay systems, and prepare the game for eventual Steam release.

Broken Peaces - Unreal Engine 5 2.5D Action Platformer

Los Angeles, CA

Fiat Ludum 2026 Game Jam (1st out of 18)

April 2026

- Built platformer and combat systems in Blueprints, integrated animation blueprints and UMG-based cutscene UI, and produced a large portion of the game's static and environment art shaping its visual identity.

One in the Chamber - Unity Puzzle Game

Los Angeles, CA

Studio Game Jam (1st out of 9)

November 2025

- Developed a one-bullet puzzle prototype in Unity, implementing raycast hit detection, oil-spill ignition and explosion interactions, and integrating custom VFX and 3D animations made in Blender and developed core gameplay logic using C#

ADDITIONAL INFORMATION

- Itch.io: destroh3.itch.io (16 games, 1500+ browser plays, 150+ downloads)
- Github: github.com/Destroh33 | LinkedIn: linkedin.com/in/krishna-tholudur-5b90a5330/