KRISHNA THOLUDUR

(805) 559-1946 | katholud@g.ucla.edu | Los Angeles, CA | Website: destroh33.github.io/portfolio-site

EDUCATION

University of California, Los Angeles (UCLA) **Los Angeles, CA**
Bachelor's of Science - BS, Computer Science *Expected June 2028*

- Cumulative GPA: 3.96
- Relevant Coursework: Intro to Computer Science I, Intro to Computer Science II, Intro to Computer Organization, Engineering Design: Game Development, Software Construction, Introduction to Algorithms and Complexity

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 and appearance parameters to enhance visual fidelity and overall patient immersion.

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**
Officer *November 2024 - Present*

- Taught standalone game development workshops for 50+ students, covering AI behavior programming, technical art workflows, environmental design, and C#/C++ scripting
- Created workshop tracks on VR game development (Winter) and Unreal Engine (Spring) to teach students development skills using different technologies

PROJECTS

Prime Weaver - UE5 Roguelike Game **Los Angeles, CA**
Personal Project *June 2025 - Present*

- 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, responsive input handling, and optimized Niagara/VFX systems.
- Leading a 10+ person team in ACM Studio's Students-Run-Studios (SRS) program to expand content, refine gameplay systems, and prepare the game for eventual Steam release.

Amblr - AI Tour Guide App **Los Angeles, CA**
CS35L Final Project *October - December 2025*

- Built an AI-driven, location-aware mobile app in React Native in 6 weeks using Google Maps and Gemini APIs, enabling real-time generative narration, GPS-based triggers, and dynamic React Native UI updates.
- Implemented efficient async pipelines for smoother content delivery and more reliable performance during continuous user movement.

One in the Chamber - Unity Puzzle Game **Los Angeles, CA**
Studio Game Jam *November 2025*

- Winner of Studio Jam 2025 (1st place out of 9)
- Developed a one-bullet puzzle prototype in Unity, implementing raycast hit detection, oil-spill ignition and explosion interactions, and integrating custom 3D animations and VFX through custom C# components.

ADDITIONAL INFORMATION

- Github: github.com/Destroh33 | Itch.io: destroh3.itch.io | LinkedIn: linkedin.com/in/krishna-tholudur-5b90a5330/