

Aditya Bawankule

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Software Engineer

Creative, user-focused and entrepreneurial engineer with experience in developing, upgrading and improving features and designing engaging interactive experiences, including Virtual Reality ones. Excellent at utilizing soft skills – writing technical documentation, requirements gathering, feedback giving and receiving, as well as training people on various technical knowledge levels, and creating educational materials. Demonstrated high motivation, determination, organization, and ability to work without directions by independently designing, developing and publishing multiple games and applications.

Skills

- **Programming Languages:** C | C++ | C# | x86 | Java | Python
- **General:** Unity3D | Augmented & Virtual Reality (AR & VR) | Data Structures | IOT | Git & Gitlab | Full Stack | Prototyper & Technical Game Designer | Backend | Android Application Development | AI

Experience

Freelance

Independent Developer

Present

- Shipped a VR game, desktop game, and several mobile games <https://legorobotdude.itch.io/>
- Shipped a AI Image Generation GUI tool <https://www.dreampixelforge.com/>
- Shipped a command line AI coding tool <https://www.vibecoder.gg/>

Meta (Formerly Supernatural)

October 2022 - November 2024

Software Engineer

Worked on the Supernatural VR fitness Meta Quest client using Unity3D/C#.

- Developed and shipped user facing features focused on user acquisition and new user experience.
- Collaborated closely with product and design on new features.
- Wrote and executed Technical Design Documents.

State Farm

May 2020 - October 2022

Software Engineer, May 2021 - October 2022

Developed and maintained Policy Center and other parts of State Farms insurance backend.

- Migrated legacy backend services to AWS as well as created new user flows in Angular.

Software Engineering Intern, May 2020 - May 2021

Worked on Story Telling in VR team developing interactive experiences in Unity3D.

- Delivered improvements to an interactive commercial, including physics based interactions.
- Was a part of Telematics team visualizing movement data from State Farm Drive Safe and Save. Delivered a Unity project visualizing the crash data from two vehicles in a 3D environment with playback options and VR support.

Optum (UnitedHealth Group)

May 2019 - August 2019

Software Development Intern

Worked with end users to gather requirements and feedback.

- Developed and deployed a web-based issue tracking system.

Swarm Robotix

May 2018 - August 2018

Software Development Intern

Worked with suppliers to source hardware as well as contacted companies to understand requirements for their use-cases.

- Designed software architecture for autonomous 5g-connected 'MACJAC' robots that would transport cargo containers around shipping yards without human intervention.

UIUC Virtual Education and Research Laboratory

November 2018 - May 2021

VR Researcher

Researched how to best utilize Augmented and Virtual Reality technologies to deliver educational content.

ACM GameBuilders

November 2018 - May 2021

Chair

Taught workshops on Unity and VR game development as well as managed the organization.

Education

Bachelors of Science (BS), Computer Engineering

May 2021

University of Illinois at Urbana Champaign, IL