Janavi Padala

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CAREER OBJECTIVE

I am a soon-to-be graduate (Spring 2025) concentrating in Computer Science, Game Design, and Chinese. I have a deep passion for technology and interactive media, especially in their relationship to global citizenship. I utilize that to bring an adaptive, driven, and multicultural approach to my problem-solving and leadership strategies. I am eager to leverage my skills in a dynamic role that values innovation, inclusivity, and global perspectives to drive meaningful change.

EDUCATION

Wellesley College, Wellesley, MA   Expected May 2025
B.A. Media Arts & Computer Science and Chinese (CS and Game Design concentration)   GPA: 3.9

MIT Sloan School of Management, Cambridge, MA   Fall 2024
Cross Registered student studying sustainable technology development

Yale-NUS College & NUS, Singapore, Singapore   Spring 2024
Visiting Student studying Interactive Media Design and Chinese Language and Culture

DIS, Copenhagen, Denmark   Summer 2023
Visiting Student studying Development and Programming of Serious Games   GPA: 4.0

Relevant Coursework: Data Structures | Foundations of Computer Systems | Human-Computer Interaction | Introduction to Game Design | Digital Worlds for Gaming | Interaction Design for VR/AR | Network Analysis for Art History | Technology Globalization and Sustainable Development | Advanced Projects in Playable Media | Combinatorics and Graph Theory

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EXPERIENCE

Knapp Social Science Center, Wellesley, MA | *Research Fellow*   September 2024 – Present
- Analyze big data sets with Baserow and Excel, creating novel schema to best draw connections from the given data
- Clean dataset of over 500 manuscripts using OpenRefine, closing holes and reconciling errors
- Research medieval manuscript art, reading published texts and examining issues with existing data frameworks

Wellesley College CS Department, Wellesley, MA | *Author and Teaching Assistant*   April 2023 – Present
- Created C# beginners guide that also included C and C++ basics which was published and sent to 100+ CS students
- Tutor 18 game design and game development students one-on-one in class and host bi-weekly office hours, tailoring assistance individually

Wellesley Game Development Club, Wellesley, MA | *President, Events Chair*   May 2022 – Present
- Organize and lead weekly events with 5 to 20+ participants on various game design aspects including, but not limited to C# coding, Git, Unity, digital music creation, narrative, development logs, and animation
- Lead weekly executive board meetings to plan short and long-term events, delegate tasks, and ensure deadlines are met
- Plan an annual 60+ student intercollegiate game jam, managing grant and departmental funding, logistics, and publicity

UmeVoice Inc., Petaluma**,** CA | *Summer Translator and Tech Intern*   May 2018 – Present
- Design website layouts cohesively and professionally to improve user experience
- Translate spoken and written Mandarin to English at Chinese factories to facilitate international business communication

Tanbii, Nashville, TN | *UI/UX and Sound Design Intern*   May 2024 – September 2024
- Presented design revisions to management, with user-centered design in mind, answering questions in English and Mandarin
- Created and redesigned user flows, wireframe prototypes, and low fidelity prototypes for game UI layouts using Figma

- Lead team to compose new soundtracks and sound effects with proper instrumentation, harmony, and theming
- Took game from closed alpha to open beta, resolving issues that came with increased scalability

iDTech, Campbell, CA | *Teacher* February 2023 – December 2023
- Lead C#, Java, Unity, game design, and digital music creation classes remotely for groups of 1-8 students aged 8 to 19 up to three times per week, continuously scaffolding instruction to meet students needs

MIT Splash, Cambridge, MA | *Teacher* November 2022
- Created and taught the course "Narrative Storytelling in Video Games" to 3 classes of 10 students
- Created games in Unity to demonstrate how to construct narrative and setting in digital interactive media

Microsoft, Redmond, WA | *Chief Software Engineer Shadow* April 2022 – May 2022
- Attended coding and team meetings to gain an understanding of company structure and workflow
- Met one-on-one with the Chief Software Engineer of Identity division to discuss current issues and possible resolutions

ToneStone, Boston, MA | *Representative and Playtester* May 2021 – August 2021
- Compiled glitch logs using extreme attention to detail and created thorough documentation for glitch replication and resolving from solo playtest sessions, which led directly to glitch resolution 10+ times
- Communicated with company leadership regarding design optimizations based on teenage, adult, tech-savvy, and non-tech-savvy target audiences and the future direction of the company
- Composed music in 5+ different genres and quickly adapted to new composition programs

Sangeetpedia, Baltimore, MD | *Chief Editor* June 2020 – January 2021
- Edited encyclopedia of South Asian music terminology and composition practices while rewriting sections to tailor information for both American and South Asian audiences
- Collaborated with author to clarify content and wrote introductive summaries for each chapter

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HONORS AND AWARDS

Madeleine Korbel Albright Institute of Global Affairs Fellow May 2024 –- Present

Paulson International Study Fellow (focus on Singaporean ecological and social issues) October 2023 – May 2024

Yale-NUS/Fulbright Vietnam Leadership Fellow (cross cultural leadership fellowship) February 2024

WHACK Best Impact Hack Winner (for game "Cultural Discoveries Abroad") December 2023

Bank of America Corporate Functions, FinTech & Data Science, and Market Makers Attendee April 2023

AAPI First Year Fellow (focus on inter-AAPI diversity and leadership) Spring 2021

SKILLS

Programming Languages: C#, Java, JavaScript, HTML, CSS, Bootstrap, C, Python
Computer: Unity, Office Suite, Google Suite, Photoshop, Lightroom, Premier, Canva, Ableton Live, Logic, Maya, Figma
Language: Fluent in English and Mandarin, Elementary Hindi
Projects: UI/UX & Front End Design for BUMPR (rideshare app) | WHACK (MLH Hackathon) game dev workshop leader
Extracurriculars: Sailor | Actor | Classical Singer | Drummer | D&D Club President