

# SAICHARAN VEMURI

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## Education

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### University of Michigan

Class of 2026

*Computer Science BSE, Asian Studies (Japanese) BA*

Ann Arbor, MI

- **Courses (CSE):** Game Development, Game Engine Architecture, Cybersecurity, Database Management, Information Retrieval and Web Search, Web Development, Intro to Computer Architecture, Data Structures and Algorithms, Foundations of Computer Science
- **Courses (Japanese):** Advanced Spoken Japanese, Japanese Translation, Japanese Interpretation, Media Japanese
- **Activities & Societies:** WolverineSoft, Video Game Music Club, Michigan Sahana

## Relevant Experience

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### Custom Game Engine

January – April 2026

*Sole Developer*

Ann Arbor, MI

- Created a custom game engine from scratch using C++
- Integrated libraries such as SDL, GLM, rapidJSON, LuaBridge, with room for more
- Fully scriptable using Lua and LuaBridge

### Way of the Cards

February – April 2025

*Game Project - Developer*

Ann Arbor, MI

- Developed a game from scratch in 6 weeks using Unity Engine
- Designed custom systems, data structures in C#, optimized to run effectively
- Managed project assets, deadlines, etc. using Git/GitHub, Atlassian (Jira, Confluence, Bitbucket), and Google Suite

### WolverineSoft Game Jams

March 2022 – Present

*Game Project - Developer*

Ann Arbor, MI

- Created playable games with a team within a 48-hour time limit
- Made a Nintendo DS game using C and had it run on a real Nintendo DS console
- Worked with Unity Engine (C#), Unreal Engine (C++), GameMaker Studio, Love2D (Lua), PICO-8 (Lua), Git/GitHub

### State of Michigan Department of Technology, Management, and Budget

June 2024 – Present

*Internship - Information Technology Student Assistant*

Detroit, MI

- Processed and presented raw call line data using Python
- Administrated server and internal website access across departments
- Created and managed certificates in Windows Server to be used by integral state-side services

### Flagstar Bank

May – August 2023

*Internship - IAM Analyst Intern*

Troy, MI

- Managed and maintained application entitlements and access groups via RSA and CyberArk
- Managed MFA and application access for new users from Signature Bank via Duo and ServiceNow
- Interfaced with business leaders to moderate entitlement maintenance

## Leadership Experience/Extracurricular Activities

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### Video Game Music Club

January 2022 – August 2024

*President*

Ann Arbor, MI

- As president, I managed weekly meetings, club interest, funding, and event participation for the club

### WolverineSoft

January 2022 – December 2023

*Community Manager*

Ann Arbor, MI

- As Community Manager, I handled all planning related to events such as game jams, weekly meetings, social events, and locations for studio meetings. I also managed club relations, hosted collaborative events with other game dev-adjacent organizations, booked rooms around campus when necessary, and fostered member morale and participation

## Skills/Fields of Study

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**Technical Skills:** C/C++, C#, MATLAB, Python, JavaScript, ReactJS, HTML/CSS, Lua, Assembly (ARM), SQL (Oracle), MongoDB, Windows (CMD, PowerShell), Linux (Debian-based, Pacman-based), Server Administration using Windows Server, Identity Access Management

**Fields of Study:** Software Development, Game Development, Cybersecurity, Japanese Translation/Interpretation

**Languages:** English, Telugu, Japanese

**Interests:** Music (Production, Composition, Performance), Sound Design, Game/Mechanic Design, Indian Classical Arts