Anjali Salagala | Resume

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EDUCATION

Carleton University & Algonquin College |
Bachelor of Information Technology | Major in Interactive Multimedia & Design (IMD) – Expected Graduation 2027

- **Relevant Coursework**: Intermediate Programming, Statistics, Web development, Game Design & 3D Modeling, Sensor-Based Interaction, UI/UX Foundations, Marketing in the IT Sector.

TECHINICAL SKILLS

Programming: C++, C#, Python, HTML/CSS/JavaScript
Game/Interactive: Unity, open Frameworks, Arduino (sensor input + serial)
3D / Tech Art: Blender, Maya, Substance Painter, PBR workflow, UVs/UDIM awareness, rigging/animation basics
Creative Tools: Photoshop, Illustrator, Premiere Pro
Version Control: Git, GitHub.

LEADERSHIP

Algonquin College Pre-Health Program | Class representative
Sep 2020 – Apr 2021

RELEVANT EXPERIENCE

Carleton Esports Team | Twitch Overlay Manager
May 2022 – July 2022
- Designed and maintained live stream overlays using Adobe tools.
- Collaborated with streamers and shout casters to ensure optimal visual feedback.
- Adapted overlays based on live gameplay scenarios and branding requirements.

PROJECTS

Audio Visualizer (openFrameworks, C++)
- Built a real-time audio visualizer using FFT/audio analysis and mapped frequency bands to animation parameters.
- Implemented dynamic motion/graphics that respond to low/mid/high energy and volume in real time.

It's Dangerous — Arduino Controller Mini-Game (Arduino + openFrameworks, C++)
- Designed and prototyped a physical controller using sensors and serial communication to drive gameplay input.
- Integrated hardware input into a responsive mini-game loop and tuned interaction for reliable, real-time play.

Tornado's — Mini-Game (openFrameworks, C++)
- Developed a mini-game featuring modular elements and gameplay logic (movement/obstacles) with real-time updates.
- Focused on clean code structure and reusable components for scalable level behavior.

Whisker Mischief — Unity Game (Unity, C#)
- Developed a physics-driven gameplay prototype centered on interaction and emergent chaos.

Western Hero — Character/Prop/Environment Pipeline (Blender/Maya + Rendering)
- Created a cohesive 3D asset set (character + hero prop + environment) using a game-ready workflow: modeling, UVs, texturing, and presentation renders.

Concept Art & Illustration (Photoshop/Illustration)
- Produced character/environment concepts focused on visual storytelling, shape language, and theme consistency.