

TOWHID AZIZ

Los Angeles, CA

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EDUCATION

University of Southern California

Los Angeles, California

Bachelors of Science in Computer Science

January 2024-May 2026

- GPA - 3.18
- Relevant course work: Game Engine Programming, Video Game Programming, Data Structures, Computer Systems, Algorithm Design

TECHNICAL SKILLS

- Programming Languages: C/C++, C#, JavaScript/TypeScript, Python, Java
- Game Development: Unity, SDL3
- Tools/Systems: OpenGL, CMake, PreMake, Git, Perforce, Visual Studio, Xcode, JetBrains IDEs
- Other Software: AutoDesk Fusion 360, Adobe Photoshop

EXPERIENCE

Advanced Games Project – Move Move Melon

Los Angeles, California

QA Lead

Aug 2025 – May 2026

- Lead QA testing for a 30-person game development team managing 5 QA testers
- Coordinate bug triage and testing workflow across gameplay, UI and performance systems
- Reproduce and document bugs for engineers to resolve critical gameplay issues
- Conduct regression testing to maintain stability for release milestone builds

USC Department of Chemistry

Los Angeles, California

IT Student Worker

Sept 2024-Aug 2025

- Wrote Python scripts to handle the migration between servers holding instrument and experimental data of graduate students
- Customized Linux installs for deployment to 6 department workstations, following department security requirements for network access and confidential student information
- Assisted department workers with issues regarding printer services (PaperCut), Windows, MacOS and iPadOS devices

PROJECTS

C++ Game Engine (In Progress)

C++, OpenGL, GLFW, PreMake

- Developing lightweight rendering framework in C++ using OpenGL
- Implementing shader pipeline, vertex buffers, and textured sprite rendering
- Designing entity-component system architecture for scalable gameplay systems
- Structure modern engine architecture, separating renderer and platform layers

Flight Data Telemetry System

Directed Study Research | Raspberry Pi Pico, MicroPython

- Developed telemetry system transmitting real-time flight data between microcontrollers
- Implemented MicroPython communication protocols for data transfer
- Built GUI visualization tool using Processing for telemetry monitoring
- Presented research at Southern California Consortium for Undergraduate Research (SCCUR) as well as the National Conference of Undergraduate Research (NCUR)

Antibody – 2D Shooter Game Demo

Unity, C#, Perforce

- Developed gameplay systems for top-down 2D shooter using modular ability mechanics
- Identified and resolved gameplay and physics bugs during development

Sumo Slam – Prototype 1D Fighting Game

- Implemented gameplay mechanics and balancing for minimalist fighting game prototype