A B H A Y   J O S H I

G A M E   P R O G R A M M E R

C O N T A C T

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S K I L L S

C++

C#

Unity

Visual Studio

Git

E D U C A T I O N

Bachelor of Computer Applications

The Oxford College Of Science, Bangalore University

2020-2023

P R O F I L E

- A hardworking programmer who enjoys writing effective and well-organized code.
- Passionate about programming and game development.
- I prefer working in a team and always eager to learn more about game programming.
- I am constantly looking for opportunities.

P R O J E C T S

2D Physics Engine

A simple 2D physics engine written in C++ using SDL2 .

- Using **Semi-Implicit Euler Integration** for Linear and Angular motion.
- Implemented basic AABB collision detection.
- Implemented **SAT** for collision detection for convex polygons.
- Project Source

Space Invaders

A Clone of Space Invaders written in C++ using SDL2 and SDL_image

- Implemented core gameplay mechanics like player and enemy movement and shooting in C++.
- Implemented 2D AABB collision detection and 2D vectors in C++.
- Created AssetManager for all the texture and audio files.
- Project Source

You Are Not Alone

A 2D puzzle platformer game made for a 48 hour game jam using Unity

- Implemented dialogue system for NPC in C#.
- Worked on User Interface and the UIManager class.
- Demo