AAKASH REDDY
Undergraduate@IIITH

Motivated and adaptable student, currently developing a background in the technical domain and seeking to also dive into the creative side of game development. I'm interested in meeting people with the same interests and learning about their respective fields. By trading methods, I hope to further improve myself and my relationships with future colleagues.

CONTACTS

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- 🔗 https://bit.ly/3dSLpWR
- 🐙 github.com/AakashR13

SKILLS

- C/C++
- Python
- Three js
- Javascript
- OpenGL
- Unreal Engine 5

INTERESTS

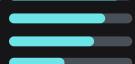- Single Player Games
- Psychology
- Fiction
- Martial Arts

LANGUAGES

- English
- Telugu
- Hindi
- French

ACHIEVEMENTS

- Jee Mains
  - Rank 2152
- Coordinator of The Gaming Club of IIITH
- Cheat Codes@IIITH
  - Club's signature event was well received by sponsors(EA)
- Open Tech Summit@IIITH
  - Game Jam Organizer
- Swimming South Zone

EDUCATION

INTERNATIONAL INSTITUTE OF INFORMATION TECHNOLOGY

Electronics and Communication Engineering
2020-2024

INTERMEDIATE

FIITJEE MPC
2018-2020

PROJECTS

RPGAME(VISUAL SCRIPTING)

- Features of a modern-day RPG
- Easily upgradable and editable
- In-built modularity

GEARS (IN PROGRESS)

- Interactive application made primarily in C++
- Acts as a game engine on Windows with a rendering engine

PHASMONAUTS(IN PROGRESS)

- A third-person multiplayer shooting game(C++) that has fully functional weapons, equipment, etc.
- Multiple game modes such as Team Deathmatch, Capture the flag, etc.

ALL-OUT

- A demo game that contains TPS features, including AI patrols, detection, and shooting
- The project is done primarily in C++.

TREE WALKER(GROUP)

- Flexible and adaptable tree search library
- Allows you to change the exploration strategy by changing a single code function
- Provides a variety of statistics and metrics for given algorithm