

ABHAY JOSHI

Game Programmer

PERSONAL DETAILS

abhay29082003@gmail.com, (+91)7217202908
Website: abhayjoshi-dev.github.io
LinkedIn: linkedin.com/in/abhay-joshi-180233207

PROFILE

- A hardworking **programmer** who enjoys writing effective and well-organized code.
- Passionate about programming and game development.
- Always eager to learn and leverage my skills.

PROJECTS

2D Physics Engine

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

- Using **Semi-Implicit Euler Integration** for Linear and Angular motion.
- Implemented **SAT** for collision detection for convex polygons.
- [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](#)

Space Invaders

A clone of Space Invaders written in C++ using SDL2

- Implemented core gameplay mechanics like player and enemy movement in C++.
- Implemented 2D AABB collision detection and 2D vectors in C++.
- [Project Source](#)

EDUCATION

Bachelor of Computer Applications

The Oxford College Of Science, Bangalore, Karnataka, India

2020 – 2023

SKILLS

■ C++

■ Visual Studio

■ C#

■ Unity