

# ABHAY JOSHI

## GAME PROGRAMMER

### CONTACT

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### SKILLS

- C++
- Unreal Engine
- C#
- Unity
- Git

### EDUCATION

Bachelor of Computer Applications  
**The Oxford College Of  
Science, Bangalore University**  
2020-2023

### PROFILE

- I am a game programmer interested in game development, computer graphics, low level game engines.
- I am passionate for video games and everything around making them.
- I prefer working in a team and always eager to learn more about game programming.

### 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 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](#)