ABHAY JOSHI

GAME PROGRAMMER

CONTACT

(+91) 7217202908

abhayjoshi.dev@gmail.com

https://abhayjoshi-dev.github.io/

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

Inventory System

A grid-based inventory system written in C++ and Unreal Engine 5

- Implemented Item pickup and item drop in C++.
- Item drag and drop inside inventory UI.
- Project Source