AKSHAY KARTHIK

GAME DESIGN

PROJECTS

SIMPLE SHOOTER

A 3D action game that utilizes various combat mechanics offered by Unreal Engine 5, using behavior trees and blackboards to power AI functionality, delivering an immersive and engaging gameplay experience with realistic combat.

TOONTANKS

A 3D vehicular combat type game, which leverages various combat-related delegates present in Unreal Engine 5 to provide a challenging yet satisfying combat experience.

ECHOES OF FLOURISH

A 3D-Platformer type game made in Unreal Engine 5, with different types of moving, rotating, and oscillating platforms to challenge the player's maneuverability.

SOULS-LIKE GAME

A 3D-Platformer type game made in Unreal Engine 5, with different types of moving, rotating, and oscillating platforms to challenge the player's maneuverability.

SELF-DRIVING CAR AI

Prepared a Simulation in Unreal Engine 5- with a Camera Component attached to the front of the car, similar to how it would be in real life- for testing the machine learning model on virtual roads, with other traffic and jay-walking people.

CONTACT

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https://akshaykarthik13.github.io/Akshay-Portfolio/

OBJECTIVE

Aspiring game designer passionate about combat, character, movement, and level design. Focused on creating dynamic gameplay systems, immersive environments, and fluid player interactions to deliver engaging and memorable experiences.

SKILLS

- Unreal Engine
- Blueprint Scripting
- Photoshop
- C/C++
- Git
- Java
- Selenium
- Flutter

EDUCATION

2019-2023

RNS INSTITUTE OF TECHNOLOGY

Bachelor of Engineering, Computer Science and Engineering

EXPERIENCE

JUNE 2023 - APRIL 2024

TESTVAGRANT TECHNOLOGIES PRIVATE LIMITED
BANGALORE, INDIA

- A Test-automation engineer, involved in testing software by developing test-automation frameworks using java and utilizing Selenium for Web, Appium for mobile, RestAssured and Postman for Api, TestNG for unit tests, and Allure for the visual representation of automation results.
- Part of a 5-member team that worked on developing an Inventory mobile application for internal purposes of the company.
- Took the initiative of automating test cases in a manual testing setup by automating all the unit test cases using Appium.

CERTIFICATES

Unreal Engine 5 C++ Developer Certified by GameDev.tv, 2024

ACHIEVEMENTS

- Played a major role in a hackathon-winning team during my tenure at the office, in 2023
- Played the role of a host at a cultural event during my working days at the office, in 2023
- Part of a campus recruitment team as alumni, where I was involved in the pre-placement presentation, evaluation of code, and conducting interview processes of candidates, 2023
- Actively participated in raising awareness about COVID-19, emphasizing the
- importance of safety measures and the necessity of vaccination, 2022
- Part of the school football team in pre-university, 2017.
- Part of the school cricket team in high school, 2016
- Achieved a solving time of 11 seconds in 3x3 Rubik's cube, 2015

LANGUAGE

- English (C1 CEFR Proficiency)
- Kannada
- English