

# Kushagra Nathwani

## Game Programmer

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GitHub: <https://github.com/N-16>

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### Skills

- Unity Game Engine
  - GitHub
  - Programming Languages : C# (Unity), C++, Lua (LÖVE 2D Game Engine)
  - FL Studio (Music and Sound Production)
  - HTML and CSS
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### Projects

#### Rainee and The Magical Plant/ Program, Design

- 2-D Platformer game made with Unity Game Engine.
- Two member team's entry for GDN Game Jam 2021.
- Notable Sections: Player Movement, Multi-Scene Workflow, Dialogue Management, UI Management, Sound Management, Level Design, Skeletal Animations.

#### Space Rings / Program, Design, Sound and Music production

- 3-D endless runner game made with Unity Game Engine. Music and sounds for the project were made using FL Studio.
- Final Assignment for CS50's Introduction to Game Development Course.
- Notable Sections: Spaceship Movement/Controller, Level Spawner, Obstacles Mechanics, 3-D models.

#### Base Dolphin / Program, Design, Sound production

- Audio only shooter game, accessible to blind. Made with Unity Game Engine. External tool used was FL studio (Sound Production).
- Entry for Game for Blind Game Jam.
- Notable Sections: Target Spawner/Path, Shooting Mechanics, Audio only Aim Sensitivity Adjuster/Tester.

## **Restaurant Management System / Program, Design**

- Console App for managing and storing menu and orders data, and generating invoices.
- High School Project developed in Turbo C++.
- Made using classes and file handling.

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## **Education**

### **Atomic Energy Central School, Indore/ 10 + 2**

April 2008–March 2020

### **Medi-Caps University, Indore / Bachelor of Technology in Computer Science**

September 2020-Present

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## **Languages**

- Hindi
- English

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## **Hobbies (Apart from Game Development)**

- Gaming
- Sports (Badminton, Volleyball, Basketball)
- Music Production