



PRATHAMESH CHAUDHARI

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Summary

Aspiring game developer with strong foundations in **C++**, **Python**, and core game development concepts. Experienced in building 2D platformers, rule-based bots, and AI simulations using tools like **Godot**, **Kaboom.js**, and **Pygame**. Proficient in implementing gameplay mechanics, tilemaps, sprite animations, and modular code structure.

Skilled in object-oriented programming, physics-based systems, and level design. Passionate about interactive systems, user experience, and real-time performance optimization. Eager to contribute to engaging projects and grow in a collaborative game development environment.

Relevant Coursework

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|---------------------------------|----------------------------------|----------------------------------|--|
| • Game Development Fundamentals | • Data Structures and Algorithms | • Artificial Intelligence Basics | • C++ Programming
• Python for Data Science |
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Projects

2D Platformer Game | *Kaboom.js* and *Tiled*

- Developed a 2D side-scrolling platformer using Kaboom.js and JavaScript, implementing physics-based movement, collectibles.
- Integrated Tiled map editor to design reusable levels and imported them dynamically.
- Utilized sprite animations, parallax backgrounds, and sound effects to enhance user experience.
- Focused on game loop optimization and event-driven programming for smooth gameplay.

Mario-style Platformer | *Godot Engine*, *GDScript*

- Created a 2D Mario-style platformer in Godot Engine using GDScript and tilemaps.
- Programmed player movement, jumping mechanics, enemy collision logic, coin collection, and checkpoints.
- Designed multiple progressively difficult levels with parallax backgrounds and animated UI elements.
- Applied object-oriented principles using Godot's node system for scalable and maintainable code.

Python Chess Bot (Rule-Based) | *Python*, *Pygame*

- Created a chess game with a graphical interface using Pygame, featuring automated opponent moves based on simple rule-based logic.
- Implemented full chess mechanics including legal move validation, piece capturing, and turn handling.
- Designed and rendered the game board, pieces, and user interaction through mouse input.
- Focused on clean modular code and user experience in a non-AI yet interactive opponent system.

NEAT-Based Car Simulation | *Python*, *Pygame*, *NEAT-Python*

- Built a self-driving car simulation where AI learns to navigate tracks using the NEAT algorithm.
- Visualized neural network evolution over generations and provided real-time simulation feedback.
- Enabled user-generated tracks and implemented modular code for testing AI adaptability.

Technical Skills

Languages: Python, C++ , C , Java, HTML/CSS , Javascript

Developer Tools: VS Code,Git ,Github , Visual Studio, Godot, Blender ,PyCharm , Eclipse , Jupyter Notebook

Education

Modern College of Arts, Science And Commerce

Bachelor of Science in Computer Science

2022 – 2025

Pune, Maharashtra