Rahul Joshi

Game Designer and Developer

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Work Experience:

Unity Programming Contractor *(Robot Sea Monster Games / Mar 2019 - Present)*

- Modified and extended the Fungus framework in C# to implement features the client wanted, and implemented UI to make these features easy to use.
- Communicated to the client about their plans, how to solve miscellaneous tech problems with Unity, and how to use the features I added, which included writing documentation about them.

Computer Science Tutor *(NYU Computer Science Department / Jan 2018 - Dec 2018)*

- Talked about code with people at different skill levels, which involved showing how to approach and solve problems and explaining coding concepts like Object Oriented Programming.
- Helped people feel less intimidated by programming and feel better about having coding troubles.

Personal Projects:

Axolotl *(4 Weeks / Team of 4)* *Link to Portfolio*

An adaption of Julio Cortázar's short story, "Axolotl." Players pick words to narrate their obsessive daily observations of an axolotl.

- Collaborated on the narrative design to create a narrative arc that let players express themselves without undermining the game's atmosphere.
- Came up with an art style for the game and made a lot of the assets in Adobe Illustrator.
- Took responsibilities in other teammates' areas to reduce extra workload caused by design changes.

Too Many Cooks *(6 Weeks / Team of 4)* *Link to Portfolio*

A board game about cooking where players make three dishes together, but only the person who puts down the last ingredient of the final dish wins.

- Designed game systems like the skill/ability market, and iterated on the details of how it works.
- Helped balance the economy and the skills/abilities.
- Worked with a teammate to design the visuals for all the game materials.

Racing Blind *(4 Weeks / Individual)* *Link to Portfolio*

A racing game where players can't see the track, relying on sonar to make it temporarily visible. Using sonar has its drawbacks so players need to use it sparingly.

- Made the sonar visual effects using HLSL shaders in Unity.
- Balanced the game's penalties to ensure the game was fun for both skilled and beginner players.

Skills:

Programming: C#, Java, C, Lua, CG shaders in Unity
Software: Unity, Pico-8, Adobe Photoshop, Adobe Illustrator, Adobe InDesign
Game Design: Narrative design (including writing prose and dialogue), tuning and iterating on game mechanics, UI/UX design, visual design

Education:

New York University: Bachelor of Fine Arts *(Sep 2015 - Dec 2018)*

- Major: Game Design (Tisch School of the Arts)
- Minor: Computer Science
- Dean's List (3.84 GPA)