Rahul Joshi

Game Designer and Developer

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Personal Projects:

Axolotl *(Team of 4)* rahuljoshi1997.github.io/Game_Axolotl/index.html

- An adaption of "Axolotl" by Julio Cortázar. Players choose words to narrate their daily routine of obsessively observing an axolotl.
- Collaborated on narrative design to create an arc, and give players enough agency to feel ownership over their narration without letting them undermine the game's atmosphere.
- Came up with an art style for the game and made a lot of the assets.
- Took responsibilities in other teammates' areas (such as programming) when design changes, prompted by playtests, created a surge of tasks they had to take care of .

Too Many Cooks *(Team of 4)* rahuljoshi1997.github.io/Game_TooManyCooks/index.html

- 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 some game systems like an evolving market, helped balance player abilities and the economy, and iterated on details like changing turn order and its effects.
- Made an outline for the rules sheet to make the game easier to understand, and explained its rationale so teammates could implement it and make changes to improve it.
- Worked with a teammate to design the visuals for all the game materials.

Racing Blind *(Individual)* rahuljoshi1997.github.io/Game_RacingBlind/index.html

- 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 penalties for using sonar and going off track. I made them significant enough to encourage strategic use of sonar (good for skilled players), but I ensured they didn't cause frustration for players who used sonar a lot (most beginners).

Work Experience:

Computer Science Tutor

- I've learned to talk about code with people at different skill levels and walk them through a solution, explaining why it works and in what other ways they could solve the problem.
- I've also tried to help people feel less intimidated by programming, and feel better about themselves for having trouble with coding, because everyone has to start some place.

Skills:

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

Education:

New York University: Bachelor of Fine Arts (September 2015 - Present)

- Major: Game Design
- Minor: Computer Science
- Dean's List (3.86 GPA)