

# Rahul Joshi

Game Designer and Developer

[rahul.j@nyu.edu](mailto:rahul.j@nyu.edu)  
[rahuljoshi1997.github.io](https://rahuljoshi1997.github.io)

## 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.

## Work Experience:

---

### **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.
- Worked to help people feel less intimidated by programming and feel better about having trouble with coding since everyone has to start somewhere.

## 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)