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 that fell in their area.

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 to put down the last ingredient on 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 effects using HLSL shaders in Unity.
- Balanced the penalties for using sonar and for going off track to be significant enough to build competition around, especially for skilled players, yet not be frustrating or too punishing on novice players who will tend to use sonar a lot.

Work Experience:

Computer Science Tutor

- I've learned to talk about code with people at different skill levels, and walk them through a solution if need be.
- I've also learned to explain coding concepts: why something might be very difficult to code, and how we might more easily achieve something similar but not exactly the same.

Skills:

Programming: C#, Java, 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)