Rahul Joshi
Game Designer, and Developer

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Personal Projects:

Axolotl *(Team of 4) rahuljoshi1997.github.io/Game1/index.html*
- An adaption of "Axolotl" by Julio Cortázar. Players choose words to narrate their daily routine of obsessively observing an axolotl.
- Programmed transition effects and visual feedback systems in Unity C#.
- Collaborated on the narrative design to ensure the game had an arc, and that players had agency in their narration but weren't able to undermine the game's atmosphere.
- Came up with an art style for the game and made a lot of the assets.
- Collaborated with different teammates to reduce the burden on those facing a surge of work at different stages of development and to make sure that separate parts of the game came together seamlessly.

Too Many Cooks *(Team of 4)*
- 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. The game has an economy of cards, abilities, and currency (to buy and use abilities) that give players different ways to win the game.
- Worked with the team to create a narrative framing for the game and it's mechanics.
- Helped design the abilities and balance the economy.
- Designed the board, ingredient cards, and other game materials.
- Designed game systems like how the market for buying skills works. Iterated on nitty gritty details like turn order and what happens after each dish is completed.
- Created a general structure for my teammates on how to best explain the rules.

Skills:

Programming: C#, Java, Lua, HLSL shaders
Software: Unity, 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)