

Maanas Menghani

GAME DEVELOPER

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[LinkedIn profile](#)

EXPERIENCE

October 2024 - current

Personal Open-Source Projects on GitHub

Developed and maintained a variety of open-source projects on GitHub, including game development in Unity with C# as well as applications built with C and Java. Independently designed features, improved code quality, and shared work to demonstrate a strong commitment to learning and growth across different technologies.

Major Projects:-

Codename Alien (Ongoing):-

- Designed and developed a 2D sci-fi Platformer game using Unity and C#. It's my first big project with 2D platforming physics
- GitHub: <https://github.com/TabuuTKS/Codename-Alien>

Pick The Lock:-

- A Simple Game about Lockpicking. 3 Levels of Difficulty (Easy, Medium and Hard)
- GitHub: <https://github.com/TabuuTKS/Pick-The-Lock>

EDUCATION

Bachelor of Computer Applications (BCA)

Jagran Lakecity University, Bhopal (MP), India

Expected Graduation: 2026

10+2 (CBSE)

IES Public School, Bhopal (MP), India

LANGUAGES:- HINDI, ENGLISH

SKILLS

Analytical Thinking, Creativity, Adaptability, Attention to Detail, Collaboration, Time Management