Moksh Joshi

Mobile No.-+91 9893324157

Gmail-mokshjoshi98@gmail.com

SUMMARY

I am a Game Developer who is eager to contribute skills in game design, programming, and problem-solving. Proficient in programming languages such as [C++,C# and Blueprint], with a solid understanding of game development principles and methodologies. Adept at collaborating with teams to create engaging gameplay experiences. Seeking an opportunity to leverage passion for gaming and technical skills to contribute to dynamic projects

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PERSONAL PROJECTS

Description: Developed a vibrant open-world Adventure game Where Player explore picturesque island, Engaging Combat and uncover quests and secrets .
Technologies Used:
- Game Engine: Unreal Engine.
- Languages: C++.
- Tools: Blender (for 3d Rigging), Photoshop (for Widgets)

Key Contributions:
- Showcased technical proficiency in game mechanics, environmental design, and AI programming.
- Integrated complex terrain systems and pathfinding algorithms for seamless exploration.
- Designed and programmed AI behaviors for NPCs, adding realism to interactions.

EDUCATION & CERTIFICATIONS

Bachelor of Arts in Animation and Multimedia   **July 2019 - Jan 2022**

Renaissance University, Indore.
- Specialization in 3d Art.

Certified from MAAC (ADIDG)   **July 2019 - Jan 2023**

MAAC (Indore)
- Specialization in Video Game Development.

ADDITIONAL INFORMATION

Technical Skills: Unreal Engine, C++,C#,ZBrush

Languages: Hindi, English.