TANISHA KOTHARI

+61 430 202 731 | kotharitanisha50@gmail.com | https://www.linkedin.com/in/TanishaKothariGD |
Sydney, Australia | https://github.com/TanishaKothari | https://tanishakothari.github.io/

Summary

Game developer passionate about creating games using Unreal Engine, C++, Unity and C#. Skilled in gameplay programming, AI development and physics-based mechanics, with a strong foundation in math. Active in university leadership and mentorship roles. Seeking opportunities to apply my technical knowledge and collaborative experience to a dynamic development team.

Independent Projects

Firearm Frenzy (Unreal Engine 5, C++)
- Third-person shooter with AI-controlled enemies, responsive shooting mechanics, and a weapon-switching system.
- Added smooth animation blending and designed dynamic audio effects, including randomized shot and impact sounds from multiple tracks.

PortalPaths: Maze Multiverse (C++, Raylib)
- Dynamic maze game featuring procedurally generated mazes and a timer-based challenge.
- Designed unique themes with tailored obstacles to enhance gameplay variety.
- Integrated power-ups, a time-based leaderboard, and customized difficulty levels to improve replayability.

Sudoku Mastermind (Unity, C#)
- Offers classic Sudoku as well as multiple variants to diversify gameplay and enhance user engagement by providing more options.
- Incorporated dynamic puzzle generation and additional game features like hints.

Education

Bachelor of Advanced Computing   **July 2024 - present**
The University of Sydney, Australia

Certifications

UE5 C++ Developer: Code Your Own Unreal Games, GameDev.tv	**December 2024 – January 2025**
C++ Fundamentals: Learn Game Programming For Beginners, GameDev.tv	**November 2024**
Electronic Arts Software Engineering virtual experience program on Forage	**November 2024**
CS50x, by Harvard University	**April 2024 – May 2024**

Skills

Game Development and Web Technologies: Unreal Engine, C++, Unity, C#, Raylib, Git, Github

Behavioural Skills: Collaboration, Critical Thinking, Problem Solving, Analytical Skills, Adaptability, Leadership

Volunteer Work

General Executive – USYD Chess Club   **May 2025 – present**
The University of Sydney
- Assist in organizing events and tournaments to engage chess enthusiasts across campus.
- Support weekly operations for a club of 150+ members, ensuring smooth coordination of activities and communication.

ENGO Peer Mentor   **February 2025 – present**
The University of Sydney
- Provide guidance and support to first-year engineering and computing students transitioning into university life.
- Facilitate communication between new students and university services through regular check-ins and events.
- Collaborate with other mentors to foster an inclusive and welcoming academic environment.