TANISHA KOTHARI

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SKILLS

Game Engines and Tools: Unreal Engine, Unity, Raylib, Git, Github
Programming: C++, C#, Java, Python, SQL, Web APIs
Soft Skills – Creativity, Problem solving, Collaboration, Critical thinking, Adaptability, Leadership

EXPERIENCE

Software Developer – e12.io   **March 2025 – Present**
- Engineering secure JWT/OAuth 2.0 authentication and optimized UI systems.
- Designing interactive data visualization components emphasizing performance and responsiveness.
- Collaborating with cross-functional teams on scalable multi-user features.

Chess Coach – Sydney Academy of Chess   **August 2025 – Present**
- Coaching primary school students, focusing on tactical and strategic improvement.
- Developing fun and interactive lesson plans to teach the fundamentals of chess to young learners.

INDEPENDENT PROJECTS

Firearm Frenzy (Unreal Engine 5, C++)
- Third-person shooter with AI-controlled enemies, responsive shooting mechanics, and a weapon-switching system.
- Implemented smooth animation blending and optimized dynamic audio effects using randomized tracks.

PortalPaths: Maze Multiverse (C++, Raylib)
- Designed a procedurally generated maze game with timer-based challenges and scalable difficulty.
- Developed custom pathfinding mechanics and leaderboard integration.
- Added unique themes with tailored obstacles to enhance gameplay variety.

Sudoku Mastermind (Unity, C#)
- Implemented dynamic puzzle generation algorithms for classic and variant Sudoku.
- Added hint and validation systems to improve UX.

COMPETITIONS

SYNCS Hack 2025 – *Gigimon (Community & Gig Work Platform)*
- Led backend development and backend–frontend integration.
- Contributed to frontend design and conceived the core idea.
- Won Best First-Year Team Prize.

HackNode Australia 2025 – *EcoTrace (AI-driven Sustainability Web App)*
- Developed EcoTrace independently into a full-stack sustainability platform.
- Won the Most Innovative AI App prize.

AllUni Programming Competition 2025
- Collaborated in a 3-person team to solve complex algorithmic problems under time constraints.

EDUCATION

Bachelor of Advanced Computing – The University of Sydney   **July 2024 – Present**

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, Forage   November 2024
CS50x, by Harvard University   April 2024 – May 2024

LEADERSHIP & VOLUNTEER WORK

General Executive – USYD Chess Club – The University of Sydney   **May 2025 – Present**
- Organize events and tournaments and support weekly operations for a club of 600+ members.