

TANISHA KOTHARI

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Summary

Game developer with a passion for developing games using Unreal Engine, C++, Unity and C#. Skilled in gameplay programming, AI development and physics-based mechanics. Adept at implementing engaging mechanics, debugging efficiently, and optimising performance. Seeking opportunities to apply my technical knowledge and problem-solving skills to a dynamic development team.

Independent Projects

Firearm Frenzy

- Developed a third-person shooter game using Unreal Engine 5 and C++.
- Implemented 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

- Created a dynamic maze game with C++ and Raylib, featuring procedurally generated mazes and a timer-based challenge.
- Designed unique themes (e.g., Space, Jungle, Desert) with obstacles and traps to enhance gameplay variety.
- Integrated power-ups, a time-based leaderboard, and customizable difficulty levels to improve replayability.

Sudoku Mastermind

- Game developed in Unity using 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
The University of Sydney, Australia

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 on Forage

November 2024

CS50x, by Harvard University

April 2024 – May 2024

Skills

Game Development: Unreal Engine, C++, Unity, C#, Raylib

Programming and Web Technologies: Python, Flask, JavaScript, MySQL, SQLite, HTML, CSS, Bootstrap

Subject Knowledge: Good understanding of mathematics, physics and gameplay mechanics

Behavioral Skills: Collaboration, Critical Thinking, Problem Solving, Analytical Skills, Adaptability

Volunteer Work

- Assisted as a yoga teacher at a school for autistic children, showcasing exceptional attention to detail and patience in guiding students through exercises.
- Contributed to the distribution of meals to over 100 blue-collar workers, developing effective communication and teamwork skills by collaborating with other volunteers to ensure smooth and organized food distribution.
- Assisted in running a community blood donation camp by overseeing certificate organization and distribution, ensuring smooth donor recognition and event operations.