TANISHA KOTHARI

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Summary

Game developer with hands-on experience building gameplay systems in Unreal Engine and Unity, and professional experience contributing to full-stack web platforms. Skilled in C++, C#, AI programming, and physics-based mechanics, with a strong foundation in math. Adept at secure systems integration and UI development through real-world projects. Active in university leadership and mentorship roles. Seeking opportunities to bring both technical and collaborative strengths to a dynamic development team.

Experience

Software Developer   **March 2025 - present**
e12.io
- Developed web interfaces in Svelte and integrated JWT/OAuth 2.0 authentication to enable secure, role-based access for users.
- Designed interactive UI components for data visualization and registration flows, with a focus on usability and responsiveness.
- Collaborated with cross-functional teams to support multi-user features like device ownership and vendor onboarding for an upcoming IoT platform.

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 communication.