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AKSHAYR

Email: akshay.renjith.1@gmail.com
Portfolio
LinkedIn
GitHub

SKILLS

Programming   : C++ [Beginner, Intermediate, Advanced]

                 Unity [Fundamentals]

                 Data Structure [Fundamentals]

Control   : Git, GitHub

ACADEMIC QUALIFICATION

Degree	Discipline/Board	Institute/School	Year Of Passing	Percentage/CGPA
BTech	CSE, APJ Abdul Kalam Technological University (KTU)	College Of Engineering (CEK), Kallooppara	2021	5.75 CGPA
12th	Computer Science, Kerala HSE Board (DHSE)	Nair Samajam Higher Secondary School (NSHSS), Mannar	2016	79%
10th	Indian Certificate of Secondary Education (ICSE)	Mar Thoma Residential School (MTRS), Kuttappuzha	2014	83%

EXPERIENCE

Full Stack Game Developer – Apprentice (Outscal Pvt Ltd.)   **Mar 2023 - Present**

● Learned and worked on different projects and assignments using C++, Unity Fundamentals and Data Structure Fundamental concepts.

PROJECTS

GitHub | Replit

BATTLE CLASH PVP (C++)

● A two-player battle adventure game where a player needs to kill another player, both having different statistics/features and different special abilities, to win the game.

● The game was made using **C++ language** completely, with the help of efficient **code**.

● The user has two options to play the game, that is, to attack and to heal, and the user must combine these options and play in a particular pattern to defeat the enemy player.

- The code helps the user to make a special ability move/attack on the opposite player which will cause more damage than normal damage and reduce a certain amount of health at random occasions.
- The game was created using efficient **code structuring** and with help of **OOPs Concepts**.

NILFGAARD KINGDOM (**C++**) | [GitHub](#) | [Replit](#)
- A Text-based **RPG** Adventure Game, where a player must pass six levels to win the game.
- The game was made using **C++ language** completely, with help of efficient **code**.
- The player will gain special items and special abilities on progressing to each level.
- Boss enemy Murlocs also has special abilities to summon a minion, heal and hypnosis.
- The game was created using efficient **code structuring** and with help of **OOPs Concepts**.

SNAKE CLASSIC 2D (**Unity**) | [GitHub](#) | [itch.io](#)
- A classic snake 2D game with mode selections of Single Player and Co-Op Mode.
- The game was made using **Unity Game Engine** and **CSharp scripting**.
- The snake gains power ups like Shield, Score boost and Speed-Up during the **gameplay**.
- Co-Op Mode has two snakes with different **Key Inputs**.
- **Code Structuring** and **Unity Editor** features incorporated to build the final build of the game.

LIGHTNING LABYRINTH (**Unity**) | [GitHub](#) | [itch.io](#)
- A 2D stealth genre-based game prototype with the Game Jam theme of " Avoid The Light ".
- The game was made using **Unity Game Engine** and **CSharp scripting**.
- The player must beat time and detection by light/laser, in order to complete the level.
- Light/Laser activation and deactivation controlled through efficient **scripting**.
- **Code Structuring** and **Unity Editor** features incorporated to build the final **build** of the game.

CONNECT-4 GAME (**C++**) | [GitHub](#) | [Replit](#)
- A clone **C++ console version** of the classic Connect-4 game, a **PVP** game.
- The game was made using **C++ language** completely, with help of efficient **code**.
- It has three winning conditions – Vertical, Horizontal and Diagonal.
- It has also a draw condition; if the board is filled without making a Connect-4 by both players.
- The game was created using efficient **code structuring** and with help of **OOPs and Data Structure concepts**.

MINESWEEPER GAME (**C++**) | [GitHub](#) | [Replit](#)
- A clone **C++ console version** of the classic Minesweeper game; an old **WINDOWS** game.
- The game was made using **C++ language** completely, with help of efficient **code**.
- It has a winning condition; if player opens all the cells in the board except the ones that contains a mine.
- The losing condition of the game is when the player opens a cell that contains a mine.
- The game was created using efficient **code structuring** and with help of **OOPs and Data Structure concepts.**