

# ADISHESHA NANDKUMAR



// GAME DEVELOPER

## PROFILE

I am a passionate and driven Game Design and Development student at Vega School Durban, possessing a solid foundation in gameplay programming and 3D modeling. Recently, I was nominated as a Student Tutor and Mentor for the GRIT3sixT program and appointed as an official member of the Emeris Voice Committee in the Career and Industry division. I am eager to create engaging interactive experiences while honing my leadership, mentorship, and collaboration skills within the creative industry.

## EDUCATION

### Vega School

Bachelor of Computer and Information Sciences (Game Design & Development)

### St. Dominics Newcastle

IEB NSC Matriculation

## TECHNICAL SKILLS

- C#
- Visual Studio
- Unity
- Blender
- Photoshop

## SOFT SKILLS

- Leadership
- Collaboration
- Mentorship
- Communication



## BACKGROUND & ACHIEVEMENTS

At St. Dominics Newcastle, I served as Deputy Head Boy and earned full colours in academics, leadership, and culture. I was the recipient of both the Stroebeel Trophy for Service Above Self and the John Clark Trophy for Life Orientation, in which I achieved a final mark of 97%. Academically I obtained IEB Distinctions in Computer Applications Technology, Information Technology, and Life Orientation. In 2025, I led my team as the lead developer, gameplay programmer, and website developer for *Mush Go Deeper*, our debut game created for Ludum Dare 57, which was featured in the Independent Online and showcased my growing expertise in game development, teamwork, and creative problem-solving.