ARYAN BABURAJAN

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EXPERIENCE

Ducktape
Creator
Sep 2021 – present

- Developed Ducktape — an open source game engine — using C++ and OpenGL
- Integrated an ImGui-based Game Editor, Entity Component System and Native C++ Scripting
- Merged over 30 pull requests from 10+ contributors
- Lead as the repo maintainer for Hacktoberfest 2021 and Hacktoberfest 2022
- Brought together a Discord community of 120+ members and hosted two hackathons

Indie
Game Developer
Jun 2020 – Aug 2020

- Duck Duck Golf — 3d golf obstacle course
- Chaos — City destruction simulator
- Woosh — Train sandbox with Realtime rail editing
- Hectagon — Procedural island generator

TECHNICAL SKILLS

- **Languages:** C++, C#, Python, JavaScript, Typescript
- **Libraries / Frameworks:** Unity3D, OpenGL, Dear ImGui, Box2D, Express
- **Tools / Platforms / Databases:** Git, Node.js, MongoDB, Windows, Linux

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PROJECTS

- **Emotify:** JavaScript library that lets you add custom emojies into your website — GitHub
- **DirectShare:** File sharing service made with Node.js. — GitHub

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EXTRACURRICULAR

Speaker at KochiFOSS
Oct 2022

- Delivered a talk on Ducktape at the KochiFOSS event hosted by FOSS United

First Rank in Science Fair
Oct 2019

- First rank in science fair — Bio-Waste Management System with Black Soldier Flies

State level selection in IT Camp
July 2022

- Selection to State level in IT — Camp focusing on RaspberryPis and IoT