

# AAYUSH KAUSHAL

## FLUTTER DEVELOPER

### INFO

#### Address

Manali, HP, India

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#### Email

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@gmail.com

#### Github

github.com/kanusukA

#### Linkedin

in/kanusukA

### SKILLS

#### Visual Studio

#### Unity

#### Unreal

#### Blender

#### Android Studio

### LANGUAGES

#### C++

#### C#

#### Python

#### HLSL

#### Kotlin

### PROFILE

Creative and detail oriented programmer with interest in game development and rendering using various tools, unity, unreal , C++.Clear understanding of game program design and practices to help build user-friendly and optimized solutions.

### PROJECTS

#### 3D Rendering Engine

- Rendering Engine built with C++.
- Integrated physics using PhysX.
- HLSL shader programming with runtime adjustments.

#### Date Managing Application

- Android App developed using kotlin and Jetpack Compose for creating dynamic notification.
- Material3 for UI.
- Implemented new Glance widget API.

#### Timer Application

- To implement more complex day-to-day activity tracking.
- Built with kotlin and Jetpack Compose Framework.
- Implemented SDK33+ features.

### EDUCATION

#### High School

2022

90%

Delhi Public School,  
Manali

#### Graduation

2025

79%

IGNTU,  
Amarkantak