AAYUSH KAUSHAL

Flutter Developer

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.

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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

• Complex day-to-day activity tracking.
• Built with kotlin and Jetpack Compose Framework.
• Implemented SDK33+ features.

Education History

Bachelor of Computer Application
Institution: IGNTU, Amarkantak
Year of Graduation: 2025
Grade: 7.9

High School
Institution: Delhi Public School, Manali
Year of Graduation: 2022
Grade: 9.0

Metrics
Institution: Delhi Public School, Manali
Year of Graduation: 2020
Grade: 7.0

Skills

- C++, Dart, Kotlin, Python, SQL, HLSL
- Front End & Back End Coding
- Blender, Visual Studio, nVidia Graphics, Unity
- Documentation

Volunteer Work and Interests

- **Deloitte,** worked as an IT support.

- **Graphics Programming,** interest in creating 3D visuals using various graphics language.

- **3D Modeling,** hobby in creating custom made models and textures for graphics rendering.