

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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Github

github.com/kanusuka

Linkedin

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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.