

## CAREER PROFILE

I started programming during my teen years beginning with python. I somewhat learnt how to use some of its modules such as pygame and django. I then started making video games using the Unity game engine and learnt how to code in c#.

In 2018, I was a Google Code-In finalist. I had worked a lot on network related technologies and made use of Ansible and Docker during the contest. I configured virtual machines running on OpenWRT, hosted local servers, made web interfaces and improved documentation. To this day, I'm always learning new things while contributing to GitHub by participating in events such as IETF Hackathons during which I usually implement secure algorithms such as SSH-XMSS and TLS 1.3. Additionally, I'm representing my country in such events by being a CyberStorm.mu member.

Being a Linux lover, I made my own Distro named Kinesis OS which uses Arch's package manager; pacman. In 2019, I was a mentor for Google Code-in with my former organisation; OpenWISP. During my free time, I'm experimenting new ways of developing websites and creating games. You can find some of my achievements on SoloLearn and FreeCodeCamp.

## PROJECTS

These are the most ambitious personal projects I worked on.

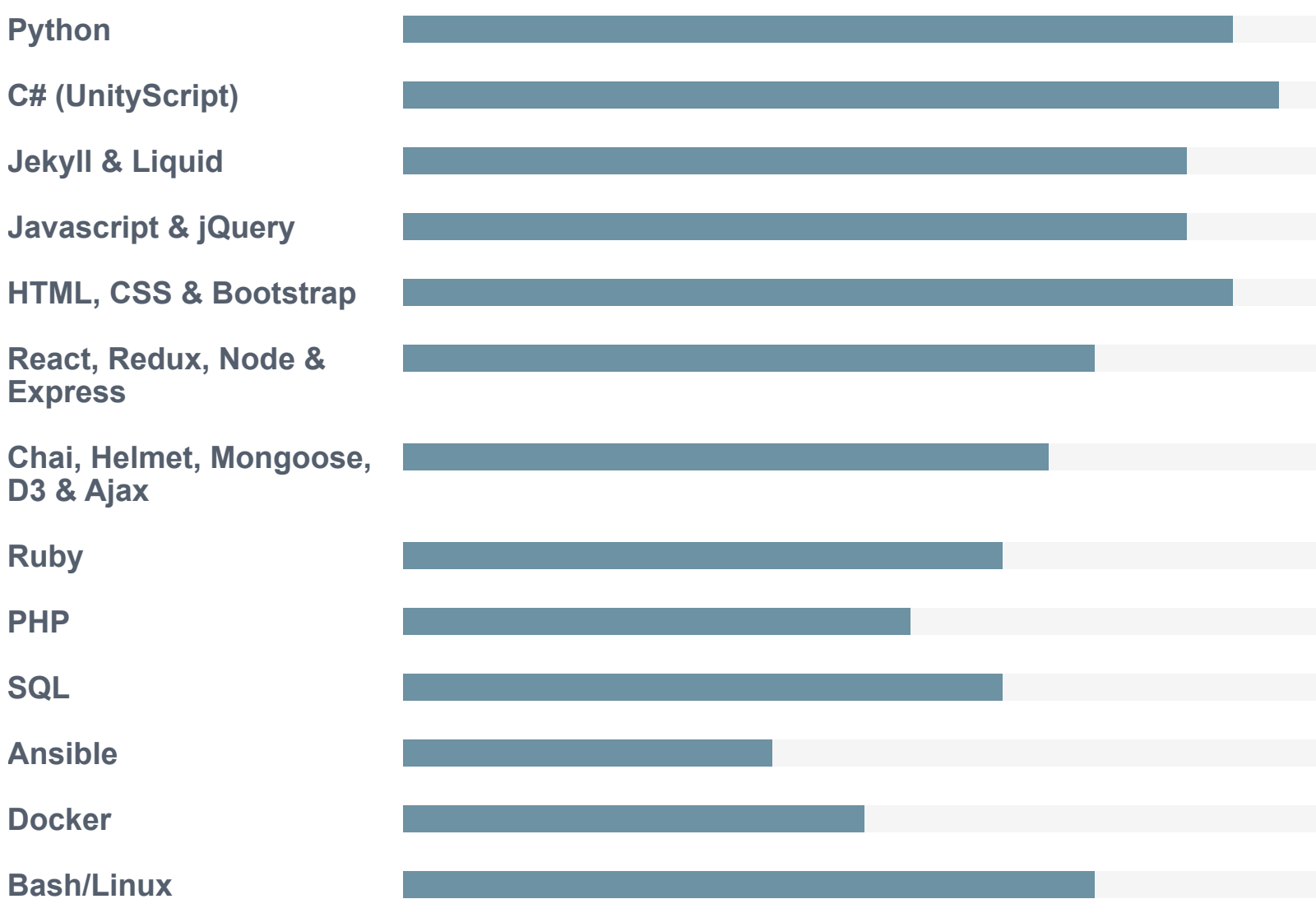
**KinesisGames' Website** - A website to display the games I work on.

**SquareVille** - A feature rich open-source Adventure game.

**Balls and Turrets** - An arcade mobile shooter game.

**Blog** - A blogging website.

## SKILLS & PROFICIENCY



# Kishan Takoordyal

Games/Web Developer

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 EdgeKing810

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## EDUCATION

**HSC (Maths, Physics, Computer Science)**

Mahatma Gandhi Institute  
Secondary School  
2013 - 2019

## LANGUAGES

English (Professional)

French (Professional)

## INTERESTS

Video Games

Soccer

Tech