

AKSHAT AGRAWAL

Game Developer

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Dundee, UK

Portfolio

LinkedIn

GitHub

SUMMARY

Seeking a Game Programmer role, leveraging a recent M.Sc. in Computer Games Technology and a strong foundation in mathematics. Innovated in gamification during a stint as a Game Researcher, focusing on user engagement and well-being. Skilled in research, development, and documentation, ready to contribute to creative gaming solutions. Proficient in C++, C# and Python, with hands-on experience in Unity and Unreal Engine.

SKILLS

- **Game engines:** Unity, Unreal, and Raylib
- **Programming languages:** C++, C#, Python, HLSL and GLSL(shader)
- **3D Graphics:** DirectX11 and OpenGL
- **Physics/Math programming:** Good with 2D and 3D mathematics and physics simulations.
- Made a simulation of a tennis ball acting under the influence of drag and spin forces for my Master's project.

EXPERIENCE

Game researcher

Uppertunity

July 2023- Aug 2023

Dundee, UK

Uppertunity is a non-profit company, working for the betterment of the community.

- Conducted comprehensive research and contributed to the development of an innovative application idea, designed to enhance volunteer engagement and well-being monitoring.
- Integrated key features such as a social wall and health nudges to foster a supportive community environment within the app.
- Authored detailed implementation documentation to facilitate the seamless testing and utilization of the new tool.

EDUCATION

M.Sc. Computer Games Technology

Abertay University, Dundee, UK

Sept 2022 – Sept 2023

Thesis title: Magnus Effect in Sports

Integrated B.Sc. and M.Sc. Mathematics

National Institute of Science Education and Research (NISER), Bhubaneswar, India

Aug 2016 – May 2021

Thesis title: Voronoi game in graph theory

Note: A preview of my projects is available at my portfolio website [here](#).