ACADEMIC PROJECTS:

HOMBENHET ROGECTS.	
 A small shooting game, made using C# and Monogame framework: <u>Burger Rampage</u> 	May 2017
 A 2-D blackjack game that I made using C# and Monogame Framework: BlackJack 	Dec 2017
YouTube demonstration of game above: <u>BlackJack Demo</u>	Dec 2017
 A 3-D Tank based shooting game made with C# and Unity Game Engine: <u>Tank Shootout</u> 	Jan 2018
 A First Person Zombie Shooter Game made with Unity and C#: <u>Creeper</u> 	Jun 2018
A C Script that can emulate the Bash command Shell on Linux: Bash Shell	Feb 2020
• A C script that can emulate the 'dd' command line utility on Linux: dd	April 2020
A tutorial I made on using pthreads in C: <u>Pthreads tutorial</u>	May 2020
• A Terrain generated from triangular meshes using the Diamond-Square algorithm with WebGL and JS: Terrain	n Oct 2020
• A Skybox of a scene in London and rendering of a teapot made of triangular meshes WebGL and JS: Skybox and Teapot Oct 2020	
• Ray Tracer that I made as a project using C/C++: Ray Tracer	May 2021