

Academic Projects

- A small shooting game, made using C# and Monogame framework: [Burger Rampage](#) (May 2017)
- A 2-D blackjack game that I made using C# and Monogame Framework: [Blackjack Game](#) (Dec 2017)
- YouTube video for demonstration of game above: [Blackjack Demo](#) (Dec 2017)
- A 3-D tank-based shooting game made using C# and Unity Game Engine: [Tank Shootout](#) (Jan 2018)
- A First-Person Zombie Shooter Game made with Unity and C#: [Creeper](#) (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: [Pthreads tutorial](#) (May 2020)
- A terrain generated from triangular meshes using the Diamond-Square Algorithm using WebGL and JavaScript: [Terrain](#) (Oct 2020)
- Skybox of a scene in London and rendering of a teapot made of triangular meshes using WebGL and JavaScript: [Skybox and Teapot](#) (Oct 2020)
- Ray Tracer that I made as a project using C/C++: [Ray Tracer](#) (May 2021)