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 **Dec 2017**
- YouTube demonstration of game above: BlackJack Demo **Dec 2017**
- A 3-D Tank based shooting game made with 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 with WebGL and JS: Terrain **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**