**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)**