Ashwin Dhakal

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PROFILE

Expert in Game Design and Development with an Undergraduate Qualification.

EDUCATION

Tribhuvan University   *Dharan, Nepal*
Bachelor's in Engineering in Computer Engineering   2020 – 2024
- Relevant coursework in Object Oriented Programming, Software Engineering, Computer Graphics, Data Structures, Discrete Mathematics, Artificial Intelligence and Data Mining.

SKILLS

Technical: Game Design, C# / C++ Advanced Programming, Design Patterns, State Machines, Pixel Art, Vector Art Design
Tools: Unity Engine, Visual Studio, Adobe Illustrator, Adobe Photoshop, Unreal Engine, Blender3D, Substance Painter

EXPERIENCE

Personal Experience   *Dharan, Nepal*
Freelancer   2020 – Present
- Created more than 5 game development projects with the use of C# and C++ Programming Languages.
- Worked with Engines like Unity 6 and Unreal Engine 5.

PROJECTS

MULTIPLAYER LAMMY UNITY   06/25 – Present
- Developing a multiplayer fighter jet game that flies through enemy defences and must survive.
- Designed the game prototype, which requires further enhancements.

PROJECT RPG 2D UNITY ENGINE   05/24 – Present
- Developing one of my biggest projects, which is an RPG platformer.
- It has skills, levels, enemies and bosses.

JUMP FORCE 2.5D RUNNER   01/22
- Designed this game while learning Unity through the Learn Unity Official Page.
- Gained 75 skills and completed 3+ pathways and roadmaps.

SPACE SURFER   05/21
- This was the assignment project when we were studying Object Oriented Programming with C++.
- It uses the SFML Graphics Library and was my first exposure to graphical libraries.

TINY BAZOOKA 2D   10/20
- Also built using the SFML library, and I developed it while learning the basics.
- Contains rockets, enemies and jumping mechanics.