

Ashwin Dhakal

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Profile

Graphics Designer and Game Developer with an engineering background (B.E. Electronics, Communication & Information). Proficient in C/C++, C#, Python, game engines (Unity, Unreal), Machine Learning, graphics design, and 3D modeling. Ready to apply diverse skills to challenging projects.

Education

IOE, Purwanchal Campus

Dharan, Nepal

Bachelor in Electronics, Communication and Information Engineering

2020 – 2024

- Object Oriented Programming, Artificial Intelligence, Data Mining, Computer Graphics, Multimedia System, Database Management Systems, Data Structures and Algorithms, Discrete Mathematics, Computer Network, Object Oriented Software Engineering, Design Patterns, Digital Logic, Microprocessors, Operating Systems, Embedded Systems, Control Systems, Web Technologies, Computer Architecture and Organization

Experience

IT Cheif | Event Manager | Graphics Designing

Itahari, Nepal

Leo Club of Itahari Professionals

July 2021 – June 2022

- Built Collaborative and Communicative skills, with environment of learning and growing together.

Projects

Unity/C# Project RPG Game

May 2024

This is a Unity Game Engine Project that discusses about how RPG elements like levels, skills and characters are implemented in 2D RPG Games.

- It uses game development concepts like Game Loop, Vectors and Transformations, Physics and Collisions, etc.
- This is not a commercial project, more like a personal project for understanding the fundamentals of Unity Game Development Engine.

SFML Space Surfer Class Project

May 2021

Simple Game that demonstrates the usage of all the OOP (Object Oriented Programming) Concepts, using C++ Programming and Simple and Fast Multimedia Library (SFML).

- This is a university project in second semester of Engineering, for demonstration of Object Oriented Programming Concepts.

Skills

Programming: Proficient with C#/C++ Programming, Git and Game Development Techniques. including OOP Concepts and Memory Allocation

Technical: Excellent with Office Applications and Various Operating System Environments like Windows and Linux

Graphical: General knowledge and experience with Blender 3D Modelling and Animation

Mathematics: Proper understanding of Calculus, Coordinate Geometry, Vectors and Scalars, Transforms and Matrix