

# ABHISHEK JOSHI

Game Programmer

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## PERSONAL DETAILS

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Portfolio: [abhishek-dev-tech.github.io](https://abhishek-dev-tech.github.io)

## PROFILE

- Dedicated game programmer with over 3 years of personal experience crafting exciting video games.
- Huge fan of playing video games since forever.
- Getting better at programming by facing challenges in creating cool games.
- Always trying new things to improve my game-making skills.

## INTERNSHIPS

### Game Programmer

11/2021

ZippyCreative Studio, Remote

Contributed as a game programmer at ZippyCreative Studio, specializing in the development of hyper-casual game projects and prototypes.

## PROJECTS

### 2D Plane Shooter

2D Plane Shooter game created using C++ and SDL2

- Implemented Player Movement, 2D Collision Detection and Vectors using C++ and rendered using SDL2.
- Made my first video game using C++ and SDL2. Learned a bunch of new things and had a great time doing it!
- [Github Link](#)

### 2D Multiplayer

2D Top-Down game made in Unity using Photon Networking

- Tried out Multiplayer using Photon Networking (PUN). Explored features like Photon View, RPCs, and more.
- Implemented game mechanics in Unity and core programming (player controller/Enemy AI) with C# in Unity Engine.
- [Github Link](#)

## EDUCATION

### Bachelor of Computer Applications

2020 - 2023

The Oxford College Of Science, Bangalore, Karnataka, India

## SKILLS

C++

C#

Unity

Unreal Engine 5

Git

Visual Studio