

ABHISHEK JOSHI

Game Programmer

PERSONAL DETAILS

abhishek29082003@gmail.com, (+91)7457892908
LinkedIn: linkedin.com/in/abhishek-joshi-645a2820b
Portfolio: 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

ZippyCreative Studio, Remote

11/2021

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

The Oxford College Of Science, Bangalore, Karnataka, India

2020 – 2023

SKILLS

C++

C#

Unity

Unreal Engine 5

Git

Visual Studio