

Showcasing My Skills



This document highlights a comprehensive range of technical and soft skills, demonstrated through various projects and roles.

Technical Skills: Game Development

Unity Game Programming (C#)

Skills: UI/UX implementation, Main menu creation, Audio management, Game logic implementation, Real-time multiplayer networking, Player synchronization, Health and attack mechanics, Unity scripting

Godot Game Programming (GDScript, GDShader)

Skills: UI/UX implementation, Main menu creation, Audio management, Tower/creep management, Blender-to-Godot asset pipeline, Animation fixes, Shader programming in Godot

Technical Skills: Graphics and Web Development

Graphics and Shaders

- Shader Programming (ShaderLab, HLSL)
- Skills: Writing and optimizing shaders for Unity (ShaderLab, HLSL), Custom visual effects

Web Development

- Frontend Technologies (HTML, CSS, JavaScript)
- Skills: Website layout/design, Styling, Interaction, Responsive design

Technical Skills: Physics and Algorithms

Physics and Algorithms

- Physics Simulation & Python Programming
- Skills: Physics modeling (rigidbody, polygons), Python scripting for simulations

Algorithm Implementation (C++, Python)

- Skills: C++ programming, Collaborating on algorithm development, Python-based problem solving

C++ Snippet Example

```
// Place your snippets for cpp here. Each snippet is defined under a snippet name and has a prefix
// description. The prefix is what is used to trigger the snippet and the body will be expanded and
// $1, $2 for tab stops, $0 for the final cursor position, and $(1:label), $(2:another) for placeholder
// same ids are connected.
// Example:
// "boilerplate": {
//   "prefix": "boilerplate code",
//   "body": [
//     "#include <iostream>",
//     "using namespace std;\n",
//     "int main()",
//     "(",
//     "\t$1",
//     "\treturn 0;",
//     ")"
//   ]
//   "description": "This is the boilerplate code to include header file and it takes tab in main file"
// }
```

Technical Skills: Collaboration and Tools

Collaboration & Project Roles

- **Solo Developer**
 - Projects: Unity Multiplayer Server, Arkanoid, Website
 - Skills: End-to-end project execution, full-stack development
- **Team Projects & Collaboration**
 - Projects: Algorithm_Project_SlimMachines, Racing_Game, Aerial_TD
 - Skills: Working with designers, implementing features from requirements/specs, team-based code collaboration

Tools

- Blender (for Game Assets)
- Skills: 3D asset creation, Animation export/import between Blender and Godot
- Github



Soft Skills

Key Soft Skills : Teamwork, Communication, Problem-Solving, Time Management, Customer Service, Multitasking, Organization, Leadership, Adaptability

Teamwork & Communication

In Sandwich Artist role at Subway, delivered excellent customer service in high-paced environment, trained new team members, and managed multitasking under pressure. Gained skills valuable in collaborative game development.

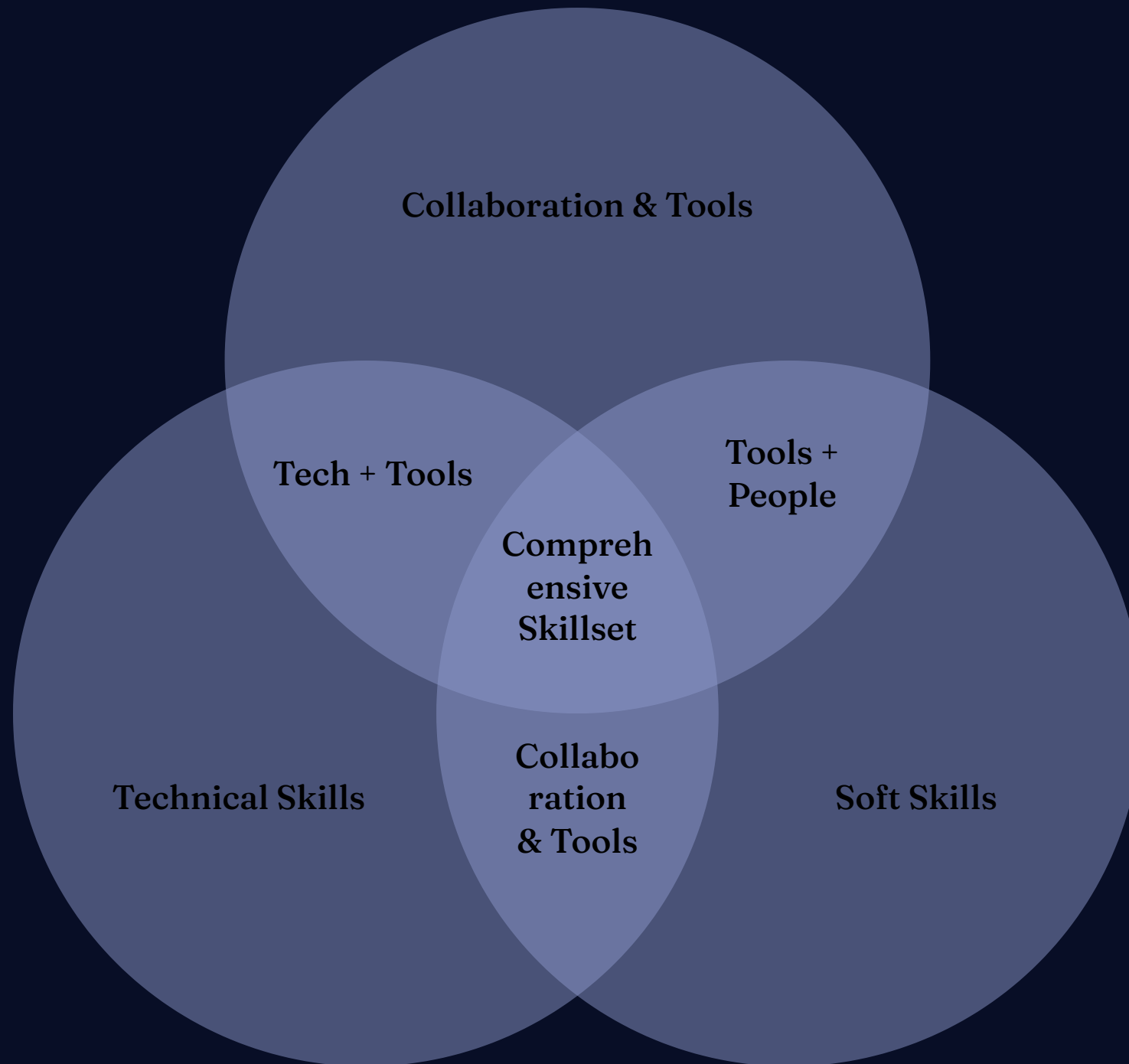
Problem-Solving & Leadership

As Exchange Tutor at Metropolis, organized social and cultural events for exchange students, strengthening communication, organization, and leadership in multicultural settings.

Time Management & Customer Service

In IT Support Intern role, assisted with troubleshooting, maintained websites, and collaborated on testing, ensuring timely support.

Skill Summary



This combination of technical expertise, collaborative experience, and strong soft skills positions me for success in dynamic and challenging environments.