

ROSHAN H

GAME PROGRAMMER | WEB DEVELOPER

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PROFILE

Highly motivated and results-oriented final-year BSc student in Game Design & Development with hands-on experience in both game and web development. Skilled in Unity (C#) for building immersive VR experiences and proficient in front-end technologies including HTML, CSS, and JavaScript for creating interactive web applications. Experienced in developing modular systems, physics-based gameplay, and user-focused interfaces across multiple projects. Adept at translating creative ideas into engaging digital experiences and eager to contribute as a Game Developer or Front-End Developer in innovative and dynamic environments.

PROJECTS SKILLS

[VR - Game Development] [College Final Year Project]

[Cipher Arcade] - Developed Cipher Arcade, an immersive VR arcade featuring multiple game stations, including Basketball, Darts, Bow & Arrow, Bowling, and a 2D Space Invaders system. The project combines physics-based gameplay, real-time VR interactions, and modular systems to deliver a smooth and engaging arcade experience.

ROLES: Built core systems including GameManager, VR interactions (grab/throw), and physics-based gameplay; implemented scoring, 2D gameplay in VR, and world-space.

Project Link- [COMING SOON]

[Web Game Development]

[DOODLE QUEST]- 2D Platformer Game Co-developed "Doodle Quest," an interactive 2D platformer where players draw their own characters and items to navigate five unique levels. The game features a variety of challenges including platforming, combat, puzzles, a timed trial, and a final boss battle. Key systems implemented include the core drawing mechanic, player health, checkpoints, and a local leaderboard.

ROLES: As Game Developer involved building core systems such as the drawing mechanic, player health, checkpoints, and a local leaderboard using HTML, CSS, and JavaScript.

Project Live Demo - [CLICK HERE]

[PC Game Development]

[Crumbs of Survival] - A quirky action-adventure game made for the Brackeys Game Jam (theme: "Risk it for a Biscuit"). Players hunt zombies to bake and sell bizarre cookies, blending action and resource management.

ROLES: as Game Developer involved implementing core gameplay systems, zombie AI, and progression mechanics.

Project Link - [CLICK HERE]

EDUCATION

Bachelor Of Science (B.Sc) Game Design Development

Bengaluru, India

Alagappa University - Chennai
Studying in ICAT Collage Of Design Media
AUG 2023 - Present

PCMC - Higher Secondary Education

Bengaluru, India

Sri Chaitanya Techno School
AUG 2019 - MAY 2023

SKILLS

- Problem-solving
- Progressive thinking
- Continuous learning
- Adaptability
- Active listening

SOFTWARE SKILLS

- VISUAL STUDIO CODE
- UNITY
- UNREAL
- GITHUB
- MAYA
- VISUAL STUDIOS
- SUBSTANCE PAINTER
- MIRO
- NOTION
- PHOTOSHOP

TECHNICAL SKILLS

- HTML
- CSS
- C
- C#
- JAVA BASIC
- C++
- 3D MODELING
- TESTING & DEBUGGING

LANGUAGES

- English Upper Intermediate
- Hindi Upper Intermediate
- Marwadi Proficient
- Kannada Proficient

INTERESTS



Web Development



Gaming



Game Dev



Music



Movies