CONTACT ME

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10th cross Malleshwaram
Bangalore India

Portfolio: https://www.roshanh.dev/

SKILLS

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

TECHNICAL SKILLS

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

LANGUAGES

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

ROSHAN H

Web Developer |Game Programmer

PROFILE

Highly motivated and results-oriented final-year BSc student in Game Design Development with a strong passion for front-end development. Proficient in C, C++, C#, Java, and foundational web technologies such as HTML and CSS. Backed by a comprehensive understanding of web technologies gained through academic studies and dedicated coursework. Adept at translating creative ideas into engaging digital experiences and eager to contribute to innovative projects as a Front-end Developer

EDUCATION

BSc Game Design Development — Bengaluru, India
ICAT Collage Of Design Media
AUG 2023 - Present

PCMC - Higher Secondary Education — Bengaluru, India
Sri Chaitanya Techno School
AUG 2019 - MAY 2023

PROJECTS SKILLS

[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 Link- **[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]**

SOFTWARE SKILLS

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

INTERESTS

Web Development

Gaming

Game Dev

Music

Movies