

Skills Exposition

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ITGM -755 Summer

TSA-Frisky

TSA frisky is a game where you play a TSA agent who has to search passengers and suitcases for contraband. This was my final project during my undergrad at SCAD. I had put the team together and was the main gameplay programmer. We worked in UE4 and the game is built for windows and virtual reality

LINKS :

<https://www.youtube.com/watch?v=AmG-graLU03s&feature=youtu.be> <Final Trailer>

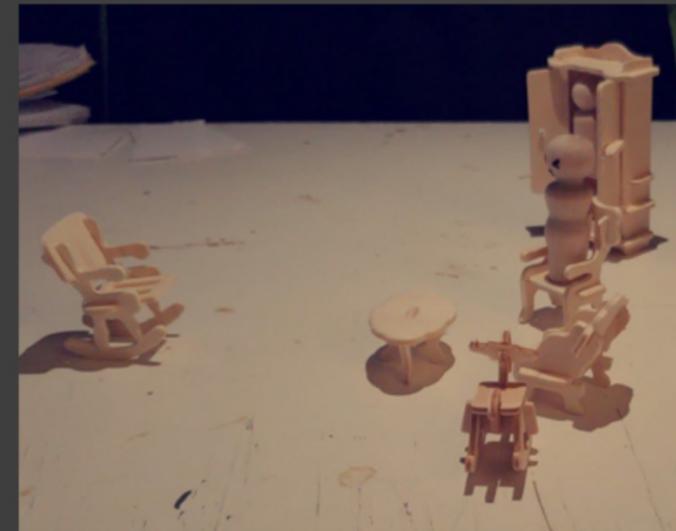


Puppet people..

Puppet people improve party is a board game where a pair of players improve a scene while others guess what the scene is. I made a prototype for this game during my ITGM-705 class. It was prototyped using wooden pieces bought off the internet.

LINKS :

https://drive.google.com/drive/folders/1H_yK4aJ9-JYI2i3ksKPoCdcU_jkScYwY3?usp=sharing <Instructions and Documentation>



Shot in the dark

Made during my ITGM - 706 game design documentation class. During the class I made a comprehensive design document describing the game along with a few images. This project taught me a lot about designing mentally without prototyping.

LINKS :

<https://www.youtube.com/watch?v=AmG-graLU03s&feature=youtu.be> <Final Trailer>

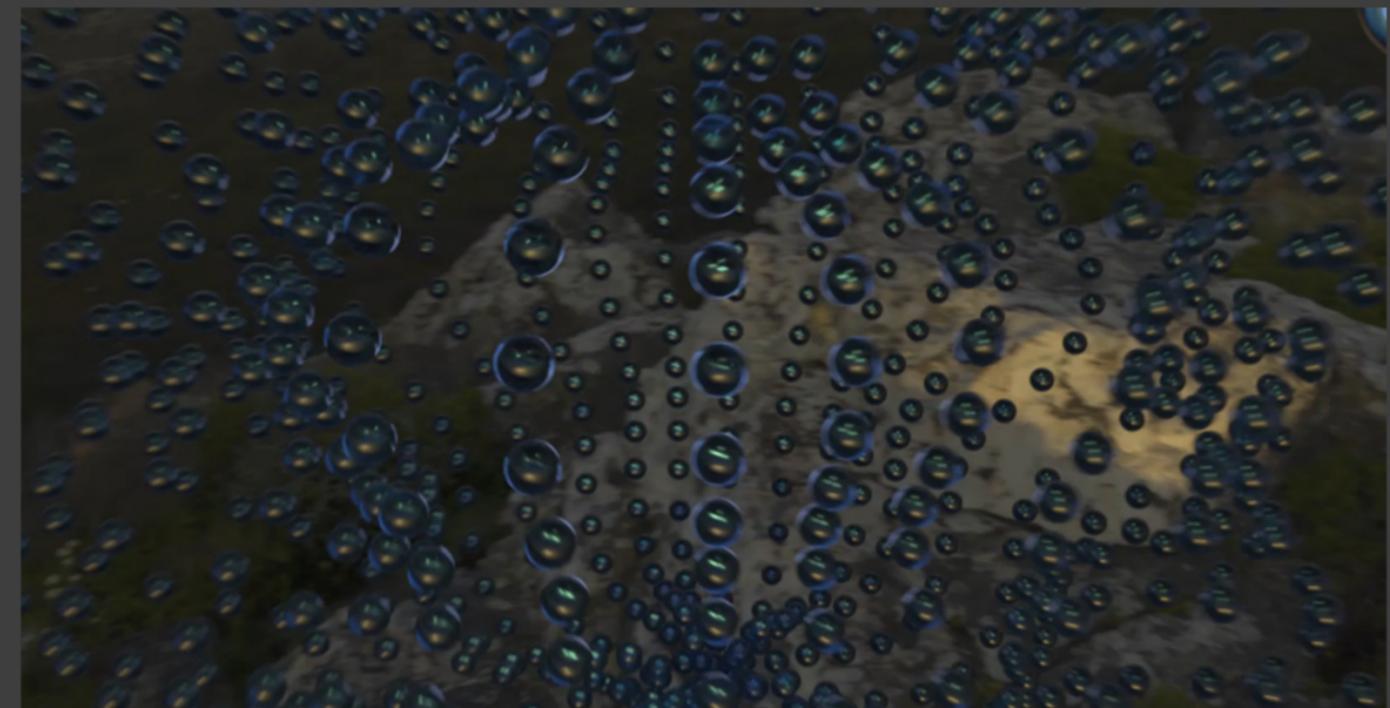


Vsfx-705 final

A procedural animation I made using maya , python and mel-script. The layout of the spheres and the animation where created using python. I used maya to set the materials, renderman to render the project and nuke for final edits.

LINKS :

<https://www.youtube.com/watch?v=vQ3oUe-gRYBA&feature=youtu.be> <Final animation>



Particle Editor

A simple particle editor I made for my ITGM-719 scripting class. It is made in processing and uses the ControlP5 , GifAnimation and LiquidFun libraries. The user can make simple particals and then save around 5 seconds of it as GIF.

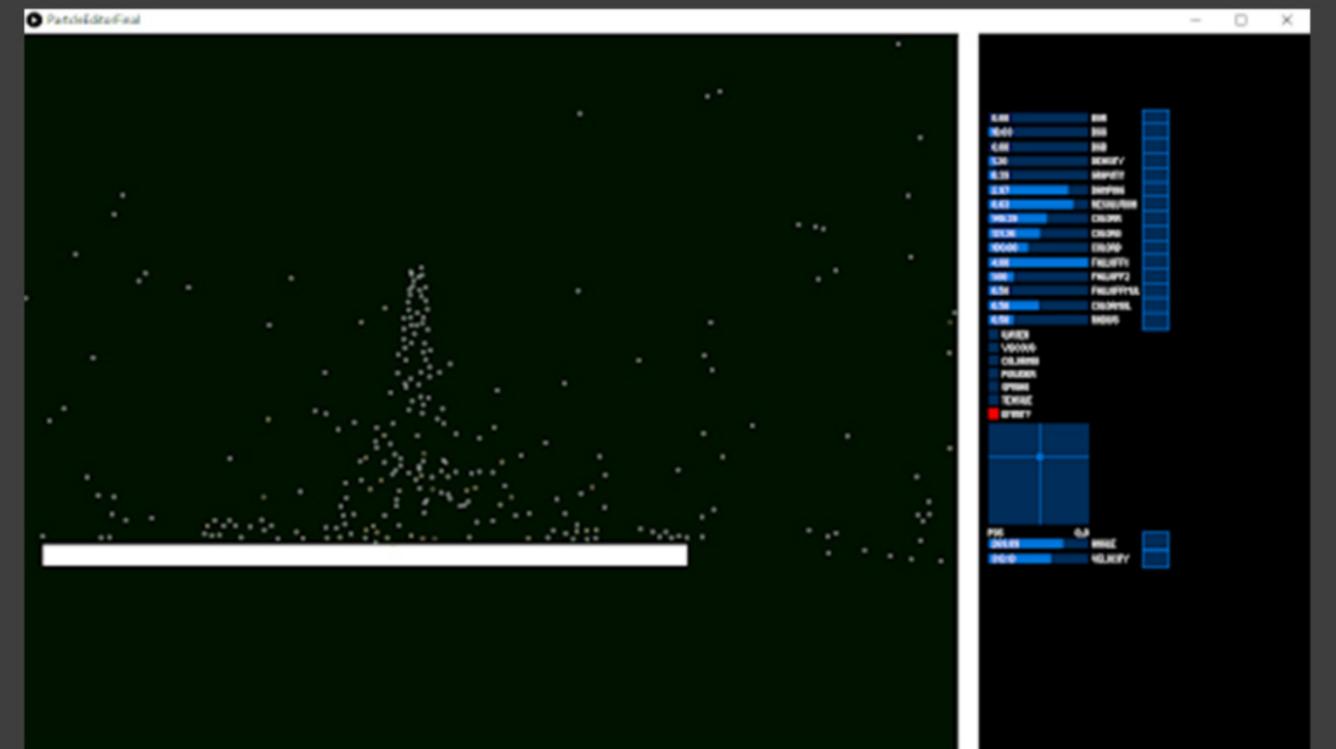
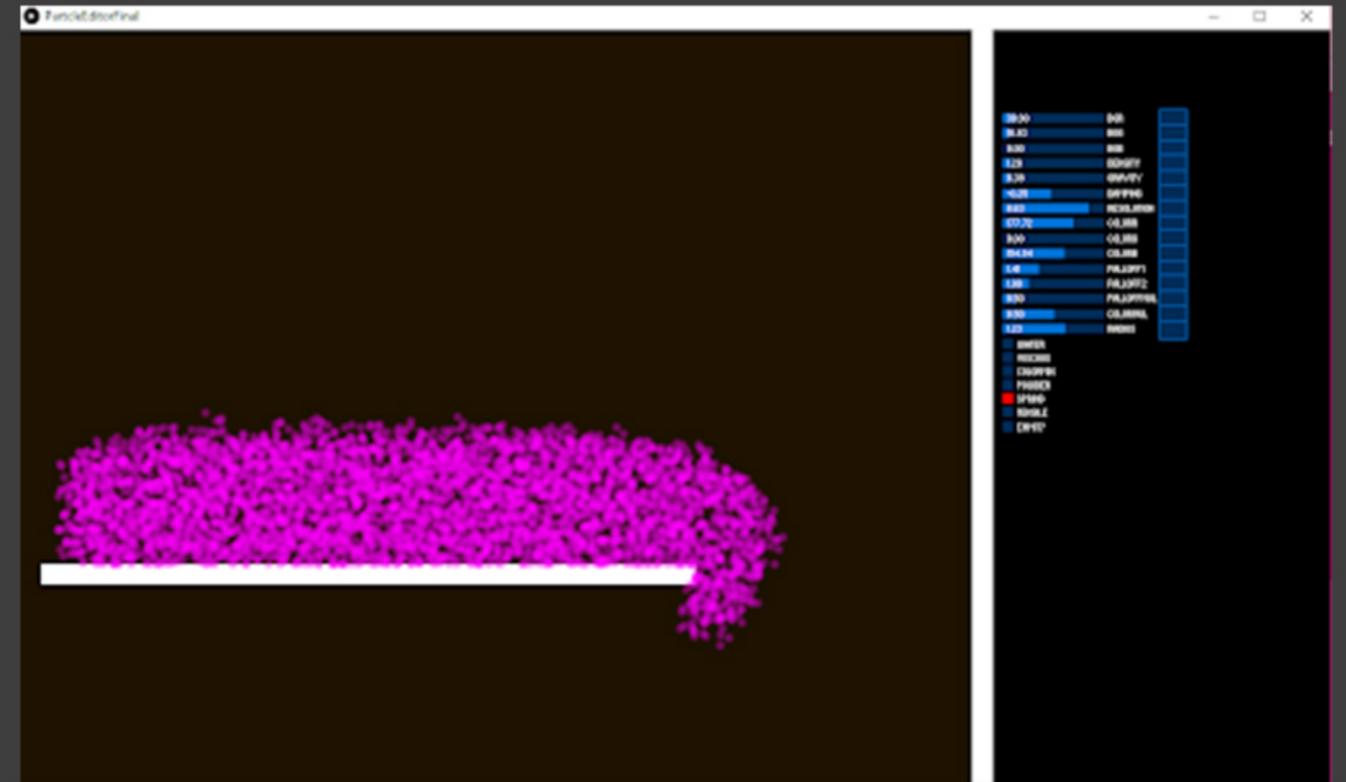
LINKS :

<https://gyazo.com/6768a50ad00966f2ca8bd192b2409af2>

<https://gyazo.com/941eec770ec6574fc5b1c1470346da2a>

<Gifs saved with the editor>

https://drive.google.com/file/d/1SL_L944zk3weZLhfsM-CRJOZQ_QDWEBw0/view?usp=sharing <Documentation>

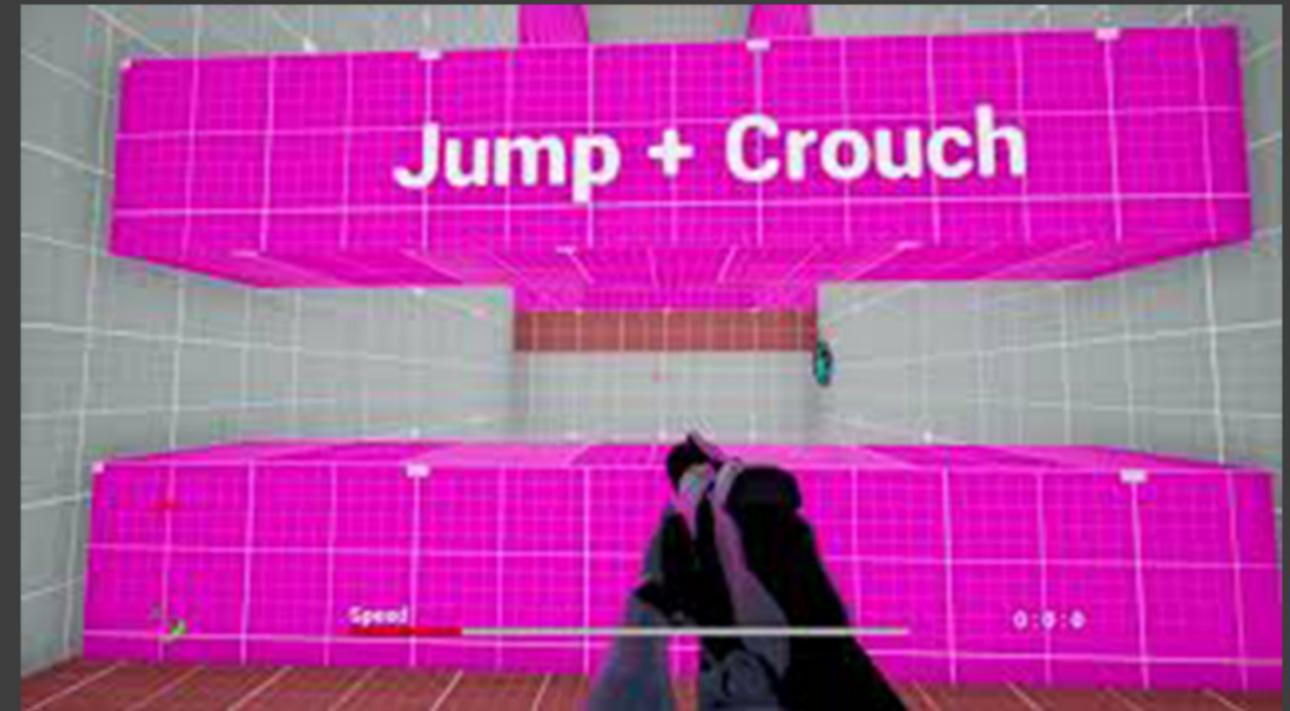


Rocket jumping game

This was a first person shooter game I made for my ITGM - 741 Level design class. The player has a rocket launcher that they use to propell them selves across platforms. The game keeps track of time taken and is played to see who can finish the courses faster. It also features a tutorial level

LINKS :

<https://www.youtube.com/watch?v=SrrrM6jlkq8&feature=youtu.be> <Gameplay video>

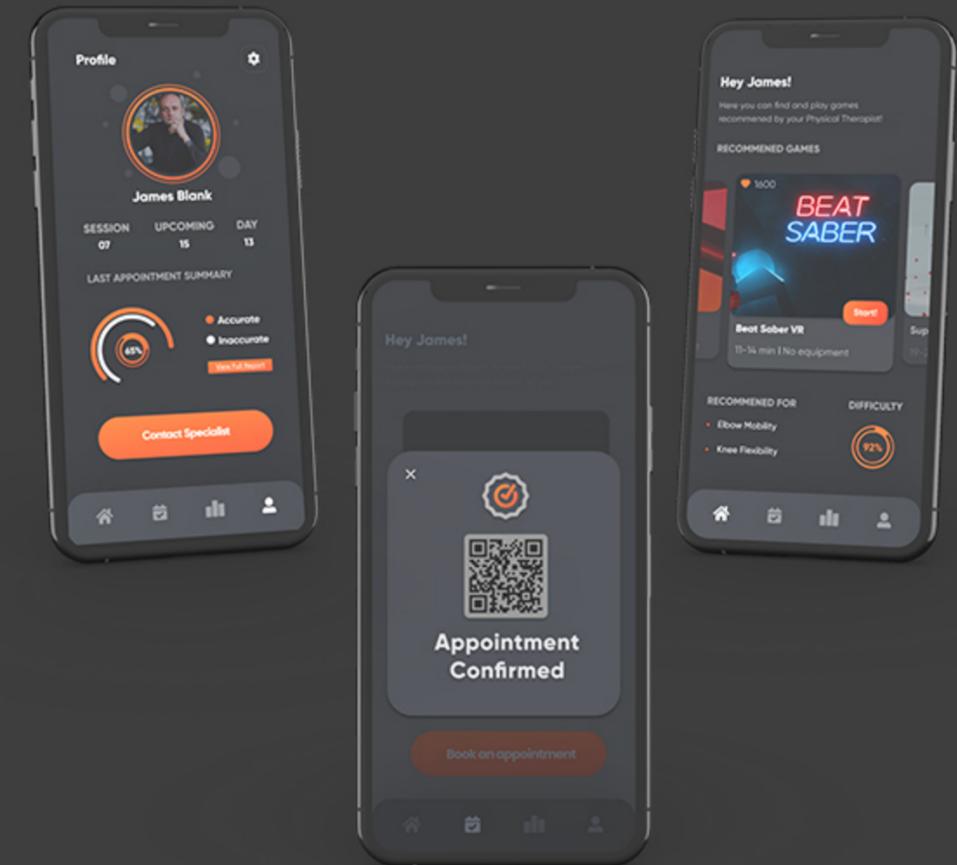


RediscoVR

This was a concept my team made during my PRO-580 collaboration class with multiple health care groups. We were focused on trying to solve for the question "How might we enable joy in physical therapy". Our final idea was a modular VR based solution that can be deployed in retail clinics such as CVS, RiteAid, etc.. My main contribution was research and copywriting. I also made a website for the whole project using webflow.

LINKS :

<https://drive.google.com/drive/folders/1K7Be-Wkhf4Hq87Dbc1WkrHw2cC-RiQbLq?usp=sharing> <all docs>
<https://www.scadpro.org/futurehealth/> <Website>



Siggraph VR

This class was in collaboration with Siggraph for their 2020 VRtheatre event < canceled now >. Our project was what the users would initially boot into to get used to VR play for a while then be escorted 1 by 1 to play all the nominations for the year. I was a programmer on the team who primarily did all the C++ code that is used to launch the other applications in order. I was also responsible for bug fixing which helped me work with other peoples code.

LINKS :

<https://youtu.be/-6xxMJtrjvk> < Final Video >

