

Darsan Ghosh

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GitHub: github.com/xpolion2005 | Portfolio: xpolion.itch.io

SUMMARY

B.Tech CSE student and Game Developer focused on building games and software with Godot, Unity, C/C++, C#, and Python. Experienced in game systems, 2D/3D development, procedural generation, graphics, shaders, and OpenGL, with additional experience in AI/ML, JavaScript, and open-source development.

SKILLS

- **Game Development:** Unity, Godot
- **Game Design:** 2D/3D Game Design
- **Procedural Generation:** Game-focused procedural generation
- **Programming:** C/C++, C#, Python, GDScript, JavaScript
- **OOP:** Object-Oriented Programming
- **Algorithms:** Data Structures & Algorithms
- **Graphics:** OpenGL, Shaders, Computer Graphics, Rendering
- **AI / ML:** Machine Learning, Artificial Intelligence, TensorFlow
- **Web:** HTML, CSS, JavaScript
- **Version Control:** Git
- **Testing:** Unit Testing
- **Data:** Data Visualization

EXPERIENCE

Game Developer

| Next G Solution, Kolkata, India

Feb 2025

- Developed Oscillorun for a freelance project, handling development from concept through completion.
- Implemented core gameplay mechanics, player controls, obstacle systems, visual design, and sound.
- Published the completed game on Google Play.

PROJECTS

The Worthless Game

Apr 2026

- Developed a dark-comedy, decision-based game where player choices drive AI-generated scenarios and reactive system commentary.
 - Implemented branching interactions, AI voice narration, and behavioral evaluation mechanics.
 - Deployed the application with a cloud-hosted backend and integrated AI services for dynamic content and narration.
- Tech:** Godot, GDScript, AI APIs, Text-to-Speech, Render

Zion

Mar 2026

- Built a local-first cyber defense platform during a 2-day hackathon using ML-based anomaly detection and automated threat mitigation.
 - Implemented detection for DDoS, token replay, credential stuffing, endpoint scraping, and parameter fuzzing.
 - Developed a FastAPI backend with real-time WebSocket logging and attack simulation tools.
- Tech:** Python, FastAPI, React, WebSockets, Scikit-learn, JavaScript, Algorand, Appwrite

Mental Record

Dec 2025

- Collaboratively developed a narrative puzzle game as part of the 33 Games in 100 Days challenge.
 - Designed gameplay systems around exploring characters' minds, collecting statements, and solving logic puzzles.
 - Contributed to game design, debugging, and iterative development; delivered Web, Windows, and Linux builds.
- Tech:** Godot, GDScript, Git

Orbitra: Bullet Symphony

Oct 2025

- Solo-developed a 2D boss-rush bullet hell game featuring orbital movement, pattern-based combat, and a boss-centric gameplay loop.
 - Implemented player movement, enemy attack patterns, boss AI, audio integration, and a basic multiplayer lobby system.
 - Refined visuals, gameplay balance, and user experience through iterative prototyping and playtesting.
- Tech:** Godot, GDScript, Git, Pixel Art Asset Integration, Audio Systems

XpoCommit AI

Mar 2025

- Built an AI-powered VS Code developer tool that generates context-aware Git commit messages from code diffs using the Gemini API.
 - Implemented secure API key management, customizable file exclusion rules, and integration with the Source Control panel and command palette.
- Tech:** JavaScript, VS Code Extension API, Git, Gemini API

EDUCATION

B.Tech Computer Science & Engineering

| Techno India University, West Bengal, Sector V, Bidhannagar, Kolkata

Expected Aug 2028

OPEN SOURCE & ACTIVITIES

- Open-source contributor to the Godot Engine, contributing fixes to the project and working within its C++ codebase and development workflow.