ATUL SHINDE| Software Engineer

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4+ Years of work experience as a Programmer

OBJECTIVE: -

To build long term career in the IT profession, while simultaneously building a symbiotic relationship with the organization that I worked for.

TECHNICAL SKILLS: -

- ➢ Having knowledge of programming languages **C**, **C#** and **Python**.
- ➢ Experience in 2D/3D Game Development using **Unity**.
- ➢ Experience in AR/VR application development with Unity.
- ➢ Having good knowledge of **.NET Core**, **MVC**, **Entity Framework**, **Microsoft SQL Server**
- ➢ Good understanding of **Object-Oriented Programming** (OOPS) concepts
- ➢ Experience with version control tool (git).
- ➢ Experience with Microsoft Visual studio.

WORK EXPERIENCE: -

Cognizant Technology Solutions [From 30th Oct 2021 to till date]
Designation: Associate – Projects
   PROJECTS: -
- ➢ **AR Learning Studio:**

    Description: AR application for academy team to train associates with augmented reality. The application can contain different courses like Sales Ar, Accounts Payable. Each course contains different modules. After completing each module there is a quiz, the user needs to complete the quiz selecting the correct answer. Also, there are knowledge check activity users need to drag and drop the tiles into correct slot as per the question.
    Role:

- ➢ Responsible for loading the addressable assets from GCP private bucket using service account credentials.
- ➢ Create modules pipeline in inspector to implement new modules faster.
- ➢ Handling animations.
- ➢ Coordinate with GD team.
- ➢ Implement Analytics.

SONY India Software Center. [From 8th April 2021 to 29th Oct 2021]

Designation: Software Engineer

PROJECTS: -

➤ **Automation Testing Tool:**

Description: A game automation testing tool focusing on UI automation testing for Test Engineers where Test Engineers can write tests and perform testing.

➤ **AR Inddore Navigation:**

Description: An application for indoor navigation for a Japanese store present in the mall to help their customers to find sections. Spawn objects on the path for better user experience. Implemented the festivals' theme as per festival seasons like Christmas. In the festival theme users can see different decorations as per the festival.

Godspeed Games, Pune [From 23 October 2019 to 20 November 2020]
Designation: Junior Programmer

PROJECTS: -
➤ **Ultras:**

Description: A football fan game where you can support your club. You can create your fan club and take on other football clubs in the Division Clashes through real-time face off. You have made the strongest deck out of three different card types so that you can defeat your opponent.

Role:
➤ Responsible for the UI implementation.
➤ Stabilizing the existing gameplay code by fixing the bugs.
➤ Implemented the Google Login System.

➤ **Galactic Racers: -**

Description: An interesting racing game which had different levels with different challenges. Every level had a different environment and based on your score the next level gets unlocked. This game was made for Xbox One platform and is unreleased.

Role:
➤ Responsible for stabilizing the existing game
➤ Ported the project from SRP to HDRP.
➤ Implemented the water shader using shader graph.

Creaxt Inc, Pune [From 29 March 2019 to 22 October 2019]
Designation: Game Developer

RESPONSIBILITIES:

- ➢ Responsible for developing AR games in Unity.
- ➢ Write well designed efficient and well documented code using C#.
- ➢ Working as part of team of 3D/2D Artist, designers to develop various type games as per client requirement.
- ➢ Support game designers' team on conceptualizing and prototyping of games.

Aaryavarta Technologies, Pune [From 18th Jan 2018 to 8 March 2019]
 Designation: Intern Game Developer

RESPONSIBILITIES:

- ➢ Responsible for developing games in Unity for Android.
- ➢ Write well designed efficient and well documented code using C#.
- ➢ Working as part of team of 3D/2D Artist, designers to develop various type games as per client requirement.
- ➢ Handled 3rd party plugins and API in Unity.
- ➢ Support game designers' team on conceptualizing and prototyping of games.

CERTIFIED COURSES: -

Anibrain School of Media Design, Pune [From 15th April 2017 to 15th May 2018]

1. Completed certification program for **Game Design and Development from Anibrain School of Media Design, Pune.** Training Program includes detailed lesson on:
    - ➢ Game development using Unity and C# script.
    - ➢ AR (Augmented Reality) based Application in Unity3D using Vuforia SDK.
    - ➢ VR (Virtual Reality) for mobile & HTC Vive.
    - ➢ GDD (Game Design Document).
    - ➢ 3D Modeling in Maya.
2. Completed **C and C#** Programming from 3DOT Technologies.

ACADEMIC QUALIFICATION: -

- ➢ Bachelor of Science from Babasaheb Ambedkar Marathwada University, 2017 with 67.07%
- ➢ H.S.C. from Latur Board in 2011 with 58.31%.
- ➢ S.S.C. from Latur Board in 2009 with 74.73%

PERSONAL INFORMATION: -

Full Name: Atul Dattatray Shinde

Date of birth: 6th March 1997

Languages known: English, Hindi, Marathi

Hobbies: Travelling, Listening to music.

Date   :

Place: Pune