

Dhiraj Karangale

+91 7620320595

✉ dakarangale02@gmail.com

🐙 github.com/DhirajKarangale

🌐 linkedin.com/in/dhiraj-karangale

🔗 Portfolio

EDUCATION

Savitribai Phule Pune University

June 2024

Bachelor of Engineering in Computer Engineering

Current GPA: 8.15/10.0

PERSONAL SUMMARY

Software Developer | App Developer | Game Developer

Results-driven Developer with **3+** years of expertise in **C#, Unity, and C++**. Proficient in **Java** and Android Studio for app development, with a strong grasp of **data structures** and **algorithms**. Successfully finished over **25+** projects showcasing a diverse range of skills and abilities, including **AR** and **VR** projects. Currently expanding skills in Spring Technologies. Recognized for leadership and fast, efficient delivery.

Achievements: Developed 2 apps with significant user engagement on the Play Store, one with **10k+** downloads and the other with **100k+** downloads.

SKILLS

Languages: C/C++, C#, Java, (Basic) Python

Tools: Unity, Photon, Mirror, MLPA, Android Studio, ReactJS, Spring, Spring Boot, Nodejs, Websockets, Networking, Git, Github, Gitlab, Figma

EXPERIENCE

SaralTech | *Jr. Programmer*

January 2024 – June 2024

Working on the 100x betting app with a GO backend, featuring diverse gambling games. I manage Unity development, integrating AWS S3 for scalable storage, Websockets for low-latency real-time data from Mattermost, and RESTful APIs for seamless backend communication. Collaborated with teams for Agile development and continuous integration.

Godspeed Games | *Jr. Programmer*

February 2023 – September 2023

Developed a cross-platform AR app Carscan, worked payment gateways for seamless transactions. Also contributed to the development and debugging of the Xbox game Guns&Spurs 2, ensuring smooth gameplay by resolving various bugs.

Time to School | *Programmer Intern*

July 2022 – January 2023

Created cross-platform educational apps using C# and AWS API. Collaborated on engaging interfaces, compatibility, and gamification. Conducted thorough testing for smooth performance.

Playhobo | *Programmer Intern*

March 2022 – July 2022

Developed Idle Crypto Miner game with NFTs using Microsoft Azure. Engaging gameplay, leaderboard feature with Facebook Friends.

Life of Cards | *Programmer Intern*

January 2022 – March 2022

Developed Pavan Putra Hanuman a popular 2D android game. Conducted testing and enhancements. 10k+ downloads.

PROJECTS

shopARound | *Unity, Android, C#, Photon, Photon Voice, AR, Git, VSCode*

July 2023

- Innovative app merging virtual and physical shopping via Metaverse and AR.
- App helps customer to take advantage of shopping remotely also helps business to increase their customer base.

Abacusync | *Unity, C#, Android, IOS, Visual Scripting, Git, VSCode*

February 2023

- Cross platform Ed-tech mobile app with video lectures and games for students.
- Provides test and students progress under parent's guidance.

Idle Crypto Miner | *Unity, C#, Android, Azure, FB Authetaction, Applovin, Git, VS Code*

January 2023

- Developed Android app with Microsoft Azure database and Facebook integration.
- Authenticated with Facebook, Leader board with Facebook friends
- 10K+ downloads on google PlayStore

Jungali Jumper 3D | *Unity, C#, Android, Microsoft Azure, Facebook, Git, JSON*

April 2024

- 3D Open World rogulike survival game with procedurally generated word.
- Featured with Azure database, Facebook Authentication and leaderbaord with Facebook friends