



Divyam Redkar

SOFTWARE/GAME DEVELOPER



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@DivyamRedkar

PROFILE

Ambitious, focused and highly skilled Developer with proficiency in object oriented programming and good understanding of graphics libraries and a keen interest in game development. Seeking opportunities to contribute technical insights in the gaming industry.

SKILLS

Programming Languages: C++, C, Python, Javascript, SQL

Game Engine: Unreal, Unity

3D Modeling: Blender

Version Control: Git

Graphics Library: OpenGL, SDL, Vulkan

Strong Problem Solving and organized.

Teamplayer, communication and gets the work done

WORK EXPERIENCE

INTERSHIP, SOFTWARE DEVELOPER

Riot Games

Sep 2025 - Present

- Assisted in the development of game features, bug fixes, and optimization tasks.
- Gained exposure to Agile development methodologies.

EDUCATION HISTORY

Bachelor's in Computer Engineering, Goa College of Engineering

Sep 2022 - Present

HSSC, Rosary Higher Secondary School

March 2022

SSC, Auxilium High School

August 2020

CERTIFICATIONS

- Unreal Engine 5 C++ Developer **Udemy**
- Complete Blender Creator **Udemy**
- certified courses in c++, python, web dev **Nptel**

PROJECTS

2D Game Engine

- Complete 2D game engine from scratch using C++, SDL and OpenGL with ImGui user interface

Online live streaming app

- LIVE streaming website for content creators, made using CSS, JavaScript, React, SQL, Python

ACHIEVEMENTS

- Organise and participate in multiple college cultural festivals and technical events like hackathons, workshops...
- Part of GEC coders club, Google Developer Students Club

HOBBIES

- Playing competitive video games
- Exploring new places
- Creating digital art