

# GARGI RAVINDRA KADAM

## Creative Designer

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### EDUCATION

#### SSC PASSED

Swami Vivekanand High School

2011 - 2023

#### COMPUTER ENGINEERING DIPLOMA

Vidyalankar Polytechnic

2023 - 2025

### KEY ACHIEVEMENTS

#### Languages & Certifications

- C and C++ Programming
- Data Structures
- Java(BASIC)
- Python
- HTML and Basic CSS
- Game Development in Unity Hub
- Graphic Design
- Editing
- Web Development

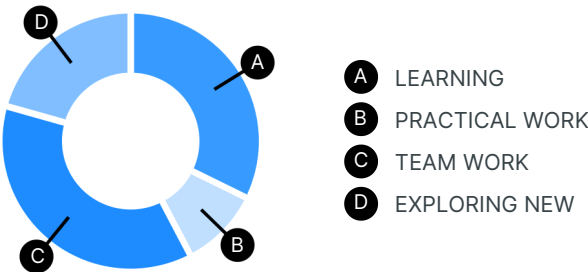
### SOFT SKILLS

Problem Solving	Teamwork	Communication
Adaptability		

### LANGUAGES

ENGLISH Proficient	●●●●●●●●	FRENCH Beginner	●●●●●●●●
HINDI Proficient	●●●●●●●●	MARATHI Native	●●●●●●●●
Morse Code Language Beginner	●●●●●●●●		

### MY TIME



### SUMMARY

I'm a driven and ambitious person who loves taking on new challenges and exploring new opportunities. I'm passionate about my work, and that passion reflects in how I present it. Leadership comes naturally to me, but I'm also a great teammate—I know when to take charge and when to consider others' opinions. Being an ambivert, I understand when to speak up and when to step back. I'm also great at managing my time, balancing my personal life, work, and projects efficiently. I thrive in dynamic environments where I can continuously learn and adapt, always looking for ways to improve and innovate. My curiosity pushes me to explore new ideas, and my resilience ensures that I stay focused even when facing challenges. I believe in continuous self-improvement and always strive to push my boundaries, whether it's through learning new skills, taking on leadership roles, or collaborating on meaningful projects.

### FUTURE GOALS

In the future, I see myself growing in the fields of game development and creative design. I want to master game engines like Unity and Unreal Engine while improving my programming skills in C++, C#, and Python. I am also keen on exploring 3D modeling, animation, and physics to create immersive and visually engaging games. And to mention my Web Development skills and efficient to built an attractive, professional websites. At the same time, I want to enhance my creative design skills by working with tools like Photoshop, Illustrator, and Blender, focusing on UI/UX design and motion graphics. My goal is to build a strong portfolio, collaborate on innovative projects, and contribute to the gaming and creative industry with unique and impactful designs.