KUNAL M. JATEKAR

Contact

Address:

301/3, Pitrubhavan,Plot No.104, Sector No.23, Juinagar, Navi-Mumbai, India.

Phone:

+91 8286909063
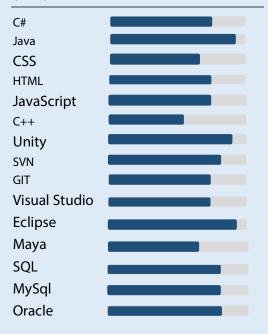
Email:

jatekarkunal@gmail.com

LinkedIn:

kunal-jatekar-076205a8

Portfolio:

https://kunaljatekar.github.io

Skills

Skill	Level
C#	▰▰▰▰▰▱
Java	▰▰▰▰▰▰
CSS	▰▰▰▰▱▱
HTML	▰▰▰▰▱
JavaScript	▰▰▰▰▰▱
C++	▰▰▰▱▱▱
Unity	▰▰▰▰▰▰
SVN	▰▰▰▰▰▱
GIT	▰▰▰▰▰▱
Visual Studio	▰▰▰▰▱▱
Eclipse	▰▰▰▰▰▰
Maya	▰▰▰▰▱▱
SQL	▰▰▰▰▰▱
MySql	▰▰▰▰▰▱
Oracle	▰▰▰▰▰▱

Awards

- Got Key Innovator award for successfully implementing Google Map in Mobile App from company.
- Got Best Team Award for successfully deliver client requirements.
- Got Team Player and Going Beyond the Call of Duty award for successfully deliver client project.
- Got Doing what it takes for award for successfully deliver client project

Summary

Skilled Java Developer with 3+ years of experience in the full SDLC creating dynamic web applications. A Game Developer, seeking challenging and rewarding assignments in Gaming field with an organization of high repute and where I can acquire an opportunity, to learn and grow, and take my skill set to a whole new level.

Experience

Expenzing Pvt. Ltd./   Sr. Software Developer

July 2016 - Present, Mumbai,India

- Worked as a senior product team leader to guide the team for improving the product functionalities and user experience.
- Responsible for overall development and design of their existing product and improving product functionality according to client requirement.
- Developing design pattern to create applications and writing sql queries. Responsible for mobile application design and development.

Education

Pillai's Institute of Information Technology – Degree
June 2015, Navi Mumbai,India

Pillai's Polytechnic – Diploma
June 2012, Navi Mumbai,India

Personal Work

Space Shooter 2D - May 2019

Space Shooter is a shoot them up and an action pack "bullet hell" game. Where your mission is to shoot the enemy ships and win battles against big bad bosses and travel through the galaxy. Game is developed in Unity Game Engine.

2Cars Demo 2D - April 2019

Control the red car and the blue car at the same time. Collect all the circles and avoid the squares on the road. It's a replica of 2 Cars which is on Play Store. Game is developed in Unity Game Engine.

Zombie Shooter 2D - February 2019

Zombie shooter is a 2D level base action shooter game. Objective is to eliminate the incoming zombies and other enemy and collect the coins as much as possible. Each level up gives you more power-ups.

Tic-Tac-Toe 2D - December 2018

Tic-tac-toe (also known as crosses or Xs and Os) is a paper-and-pencil game for two players, X and O, who take turns marking the spaces in a 3×3 grid. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row wins the game. Developed in Unity Game Engine.