Kushal Kishor Shankhapal

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Summary

Game and web developer with experience creating interactive simulations, games, and web applications. As **Chairperson** of MVPS's KBT ACM Student Chapter, represented the chapter at the ***ACM Summit (Bangalore),*** led two *Godot Game Dev Workshops* for 50+ students, organized the national-level *GenAiThon 2K25* (230+ registrations), and co-organized *Smart India Hackathon 2024* (400+ participants). Collaborated with ACM, GDSC, CyberX Nashik, IRFC, IEEE, MLSC, and ITSA.

Skills: Game / Web Programming and Design, HTML, CSS, JS, Godot Game Engine, GDScript, Blender, Git, GitHub, Leadership, Event Organization.

Education

B.E. in Information Technology **I** *MVPS's KBT College of Engineering, Nashik*	Expected June 2026 **I** CGPA: **7.64**
HSC **I** *TPCPM, Bhadgaon, Jalgaon*	March 2022 I Percentage: **82.83%**
SSC **I** *NEMS, Bhadgaon, Jalgaon*	March 2020 I Percentage: **89%**

Experience

Game Developer Intern, *Nomadicriti Computer Games* — June 2025 - Current, Nashik
- Developing a 2048-style board game with RPG mechanics using the open-source Godot Engine, combining puzzle and combat elements.

Vehicle Simulation & Modding, *Prachoday Ahire Automotive Designs* — Feb 2024 - March 2024 Nashik
- Integrated custom 3D vehicle model into BeamNG.drive for realistic physics-based testing.

Projects

VisualizeIT: Interactive Engineering Simulations: https://github.com/Kushal-Shankhapal/VisualizeIt

Branch-Level & College-Level Winner - Avishkar Research Competition

Smart India Hackathon - 2025 Pre-Qualifier Nominee

- Developed a syllabus-aligned web platform that visualizes complex engineering concepts through interactive simulations, by integrating HTML, CSS, JavaScript, WebGL, SceneryStack, Manim, and Godot.
- Addressed gaps in existing tools (PhET, VLABS) by delivering curriculum-focused and fully editable simulations tailored to B.Tech IT students. Implemented a Dashboard, Quizzes, PYQ-based visual explainers

Campus Connect: https://campusconnectpbl.github.io/CampusConnect2/

*1st Prize **-** Project Innovation Competition, SPARKTECH 2023, MVPS's KBTCOE*

- Developed a web platform that lets users navigate a 3D model of the college floor and access classroom-specific schedules, syllabus notes, PYQs, and learning materials.
- Built using HTML, CSS, SCSS, JavaScript, Blender and Google's model-viewer component.

Top-Down Tank Game: https://github.com/Kushal-Dev94/TopDownTankGame

- Developing a top-down tank survival game featuring accurately animated physics-based tank driving, realistic collision handling, detailed normal-mapped sprites with dynamic lighting, and immersive combat mechanics.
- Built using Godot, Blender, GDScript, and Laigter for sprite normal maps.

Godot Engine Docs Contributor: https://github.com/godotengine/godot-docs/pull/10173/

- PR merged into official docs improving clarity & consistency.

Achievements

Chairperson – MVPS's KBT ACM Student Chapter
- Represented the chapter at the **ACM Summit (Bangalore)***,* conducted **Godot Game Dev Workshops** (50+ students) where we built a Hill Climb Racing clone using only 6-7 lines of code. Organized the national level **GenAiThon 2K25** (230+ registrations) and helped organize **Smart India Hackathon 2024** (400+ students) in our college.

Certifications

JavaScript, Python 3.4.3, PHP & MySQL (Spoken Tutorial, IIT Bombay, 2025–2024), Data Science - Foundation (Rubiversity, 2025), Fundamentals of Deep Learning (NVIDIA, 2024), Google Cloud Computing Foundations (2024)