Awwab Wadekar

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Education

Veermata Jijabai Technological Institute, Matunga **Sep. 2024 - Present**
Second Year B.Tech in Computer Engineering. CGPA - **9.65**

Wilson College of Arts, Commerce and Science **Aug. 2022 - May. 2024**
MHT-CET - **99.94%ile** (**Rank 153**) — HSC - **93.5%** — JEE-Mains - **97.6%ile**

Relevant Coursework

- Data Structures
- Algorithms Analysis
- Linear Algebra
- Discrete Mathematics
- Deep Learning
- Computer Architecture
- Computer Organisation
- Digital Logic Design
- Neural Networks
- Operating Systems
- Python Development
- Machine Learning

Projects

Train Your Foes | *C#, Unity* **Jul. 2025 - Oct. 2025**

- Engineered a professional **2D platformer** game featuring **turn-based combat** with dynamic player and enemy interactions.
- Implemented **Q-Learning reinforcement AI** for the boss character, enabling adaptive and engaging battle strategies.
- Designed and optimized modular **Unity components** including **Assets, Prefabs, and Scenes** for scalable development.
- Performed iterative **testing and debugging** with multiple playtesters to identify and resolve performance and gameplay issues.

2D Car Driving Game | *C++, SFML* **Sep. 2024 - Oct. 2024**

- Developed a **2D car driving simulation** inspired by retro mobile titles using **C++** and the **SFML graphics library**.
- Built reusable **object-oriented components** leveraging SFML classes such as *RectangleShape*, *FloatRect*, and *Text*.
- Implemented **custom UI systems** including menus, pause/resume logic, and high score persistence entirely from scratch.
- Packaged the project as a standalone **Windows executable** and conducted extensive **playtesting and optimization**.

Simple Electronic Circuit Simulator | *C++, SFML* **Jul. 2024 - Aug. 2024**

- Designed and implemented a lightweight **electronic circuit simulator** to visualize and analyze basic circuit behavior interactively.
- Programmed **dynamic rendering algorithms** to generate resistors and circuit layouts based on user-defined inputs.
- Integrated **mouse-driven interaction** to inspect voltage, current, and resistance data for individual components or entire circuits.
- Conducted rigorous **validation and testing** to ensure numerical accuracy and eliminate graphical inconsistencies.

Achievements

- Qualified for CP Club, VJTI by being the **2nd** ranked FY in round 2 and **1st** ranked FY in round 1.
- Got **1st** FY in Community of Coders, VJTI 's Grid of Doom contest as part of the Codeverse flagship event.
- Got **2nd** rank in KJSSE's annual coding competition Codespree.
- Achieved **LeetCode Knight Badge** (*top 5% of users*) as well as reached **Codeforces Expert** rating (*max. rating 1650*) under **Competitive Programming** and **Data Structures and Algorithms** domains.

Technical Skills

Languages: C, C#, C++, Python, HTML/CSS, JavaScript
Developer Tools: Git/Github, VS Code, Google Colab, Kaggle, Jupyter
Technologies/Frameworks: Unity, SFML

Extracurricular

Member | *CP Club, Community of Coders, VJTI* **Oct. 2024 - Present**

- Practiced for Competitive Programming under guidance of seniors, solving over **1000** problems over all platforms such as *LeetCode*, *Codeforces*, *CodeChef*, etc.

Mentee | *Project X, VJTI* **Jul. 2025 - Present**

- Succesfully completed Project on **Game Development** with **Reinforcement Learning**, under the guidance of seniors. Contributed to Open source under **Hacktoberfest** and received guidance for **GSoC**.