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EDUCATION

Bachelors of Technology (B. Tech), VIT Bhopal University, Bhopal
Specialization: Computer Science Engineering (Gaming Technology)

2021 – 2025

EXPERIENCE

▪ **Rymo Technologies Pvt. Ltd. – Game Developer Intern:**

Feb 2025 – Aug 2025

- Developed **15 interactive mini-games** aimed at aiding patients with physiotherapeutic challenges, enhancing engagement and recovery.
- Revamped the **UI/UX** for the company's main application, including menus and settings, improving usability & accessibility.
- Initiated a **VR project** using Meta XR SDK and Netcode for GameObjects, creating synchronized communication between VR devices and tablets.
- Gained hands-on experience with **optimization techniques** (object pooling, scriptable objects), **UI systems**, **VR integration**, and **multiplayer networking**.

PROJECTS

▪ **PC Game (Windows) - Parkour Parkour(Solo Project):**

- Implemented a super challenging 3D parkour game for Windows-focused application.
- Single handedly monitored/developed all aspects of the project from asset creation to building logic. .
- Engineered immersive 3D environments and built Player Mechanics from scratch.
- punarva-07.itch.io/parkour-parkour

▪ **Mobile Application(Android) - Glamour Space AR(Team Project):**

- Implemented an astonishing idea to bring virtual furniture placement, wall painting and floor covering to android devices..
- Built the core logic for Plane Detection, Object placement/orientation, depth and cost estimation functionality..
- As the lead programmer, helped my peers to resolve various bugs and errors.
- Implemented the Interactive UI&UX for the Application.
- [github.com-Glamour-Space-AR](https://github.com/Glamour-Space-AR)

▪ **Mobile Application(Android) - Indian Map Explorer AR(Solo Project):**

- Developed an engaging AR experience where scanning a world map image triggers a 3D model of India with interactive states.
- Designed and implemented core functionalities, enabling users to click on any state to display brief information about its capital, history, culture, and unique attributes.
- Crafted a detailed 3D model of India with its states(in Blender), ensuring high accuracy and visual appeal for a seamless user experience.
- Integrated Vuforia AR Engine for image tracking and real-time rendering of the 3D map on Android devices.
- Developed an interactive and intuitive UI/UX, making the app accessible and enjoyable for users
- punarva-07.itch.io/indian-states-ar

SKILLS

- **Technical Skills:** Unity, C#, C++, Unreal Engine
- **Soft Skills:** Effective Listening, Team Motivation, Accountability, Conflict Resolution
- **Creative Skills:** 3D Art and Illustration, Blender

CERTIFICATIONS

- Meta AR Developer, [Coursera](https://www.coursera.org/certificates/meta-ar-developer)
- Google Cloud Computing Foundations Program, [GoogleCloud](https://cloud.google.com/certificates/google-cloud-computing-foundations)

EXTRA – CURRICULAR ACTIVITIES

- Participated in a college event “Skill-up 2022” and created two educational videos explaining the [gaming industry](#) and [3D Modelling potential](#).
- Two times State Level(2nd & 3rd) & One time National Level(4th) **Abacus** Champion.
- District Level Kho-Kho Champion