# PUNARVA KONDALKAR

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# EDUCATION

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**Bachelors of Technology (B. Tech),** VIT Bhopal University, Bhopal 2021 – 2025 Specialization: Computer Science Engineering (Gaming Technology)

# EXPERIENCE

## **[Rymo Technologies Pvt. Ltd](https://drive.google.com/file/d/1wR-UNoD8XbZjEx-u2wiQwNYqp9T8vWt_/view?usp=sharing)**.**** **– 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 & accessibilty.
  + 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

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## 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 assest creation to building logic. .
  + Engineered immersive 3D environments and built Player Mechanics from scrach.
  + [punarva-07.itch.io/parkour-parkour](https://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 Applicaton.
  + [github.com-Glamour-Space-AR](https://github.com/akshat1018/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](https://punarva-07.itch.io/indian-states-ar)

# SKILLS

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

# CERTIFICATIONS

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* Meta AR Developer, [Coursera](https://drive.google.com/file/d/1yVNSjrvRXMCJuz-Izw3XcOPuviyrrMkk/view?usp=sharing)
* Google Cloud Computing Foundations Program, [GoogleCloud](https://drive.google.com/file/d/1roBERAopYq50wEEPW4A2Ylj3_uEPs1P8/view?usp=sharing)

# EXTRA – CURRICULAR ACTIVITIES

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* Participated in a college event “Skill-up 2022” and created two educational videos explaining the [gaming industry](https://drive.google.com/file/d/1w-wiLDKwO9gUdEA7BGEeSoEtv9PMA2E9/view?usp=drive_link) and [3D Modelling potential](https://drive.google.com/file/d/1HIHyYXVYxGy7a1AHRJbi_KNOUnfHBVCk/view?usp=drive_link).
* Two times State Level(2nd & 3rd) & One time National Level(4th) **Abacus** Champion.
* District Level Kho-Kho Champion