

ONKAR WAGHULE

Video Game Programmer



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2650, Rue Goyer, Montreal, Quebec.



English, Hindi, Marathi.

EDUCATION



Video Game Programming, ACS

College Universel
Montreal, QC
2022-2023



Information Technology, Bachelors.

Mulund College of Commerce
Mumbai, Maharashtra, India.
2017-2020

TECHNICAL SKILLS

Programming Languages : C, C++, C#, Python, HTML5, PHP, CSS, MySQL

Design Patterns : State Machines, Top-Down Single Flow

Architecture : Manager style, Top-Down, MVC, Component

Engines : Unity(2D, 3D)

Graphics Programming : SDL, SDL2, OpenGL

Game Physics : Collision detection, rigid bodies, particle systems

Debugging and Testing : Debugging tools, unit test, integration test

Development Tools : Visual Studio, Visual Studio Code, CLion

Software Development Methodologies : Agile, Scrum

Version Control : GitHub, BitBucket

Collaborative skills : Jira, Discord, Teams, Bitbucket, Github, Slack

Optimization : Baking, Caching

Collections : Array, Array List, Dictionary

Cloud : Basic understanding of Google cloud computing.

PROFILE SUMMARY

I am a passionate individual, recently graduated as a **Video Game Programmer** from College Universel with a Bachelor's degree in Information Technology. I am a skilled **Unity developer** with a focus on technical communication. I excel at conveying complex concepts clearly to non-technical individuals. I have a strong command of Unity's features, enabling me to create immersive gaming experiences. With proficiency in MySQL and Python, I also possess strong database management and programming skills. I am known for my ability to meet deadlines, maintain a positive attitude, and actively listen to others' input.

PROJECT

C#, COME ON GUYS, (2023)

Come on guys is a single player obstacle course racing game where your opponents are AI controlled and you have to compete against them to win the race.

Technical Skills:

Unity Programming, C#

GitHub Link:

https://github.com/rakno/COME_ON_GUYSs

C#, Kitchen VR Madness, (2023)

It is a VR cooking game where we have to take TACO orders from the customers and complete the orders before the time runs out

Technical Skills:

Unity Programming, C#

Responsibilities:

3D model designing and their functionalities

GitHub Link:

<https://github.com/vicmo123/kitchenMadnessVR>

C#, ANGRY BIRD 2D, (2023)

Angry bird 2D was an attempted replica of a well known game ANGRY BIRDS

Technical Skills:

Unity Programming, C#

GitHub Link:

<https://github.com/rakno/AngryBirds2D>

Other Relevant Experience

- Was appointed as **Technical Executive** for the workshop on "**Advance Mobile Programming**" at Mulund college of Commerce (2018).
Task: Trouble Shooting, Device management.
- Worked as a **Supervisor** in Provigo (2023).
Task: Team Management.