

SAMARTH BASWARAJ GHATWANE

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PROFILE

I am innovative and passionate game developer with a strong focus on storytelling, world-building, and interactive design. Skilled in creating immersive gameplay experiences that inspire creativity and connect players across cultures. Driven to explore new technologies, collaborate effectively in teams, and bring unique ideas to life through engaging and meaningful game development.

EDUCATION

Bachelor of Technology (BTech CE)

Vishwakarma University
2022-2026

Complete Schooling

Army Public School
2010-2022

SKILLS

- **Full Stack Web Development:** HTML, CSS, JavaScript, React, Node.js
- **Python Programming:** Web development, data analysis, automation (Pandas, NumPy, Matplotlib)
- **Data Structures & Algorithms (DSA):** Efficient algorithm design and application performance optimization
- **Cybersecurity:** Security protocols, risk assessment, and web application security
- **Game Development:** C#, Unity, Unreal Engine 5, Blender, Adobe
- **Java Development:** Object-oriented programming, web & desktop applications, frameworks
- **Artificial Intelligence & Business Intelligence:** Machine learning, data mining, BI tools, data visualization, interactive dashboards

SOFT SKILLS

- Project Management
- Public Relations
- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

INDUSTRIAL LEARNING EXPERIENCE

Zensar Technologies - Unity C# Programmer

JULY 2024 - JULY 2025

- Unity C#: Wrote some solid C# logic in Unity game engine.
- Phaser 3 (framework of JS): Got a strong hold of JavaScript by building web based games using Phaser 3.
- Design Patterns: Implemented various design patterns by following industry level standards.

PROJECTS

AI & Nutrition Project

Developed an AI-based system leveraging machine learning to analyze food data and generate personalized dietary recommendations for improved health and nutrition planning.

Hot Metal and Steel Ladle Tracking System

Created a hardware-based industrial solution to automatically capture and track ladle numbers and locations in steel plants, enhancing process automation and operational efficiency.

Game Development Projects

Designed and developed multiple games involving game design, asset creation, and gameplay mechanics using Unity and Blender, focusing on creativity and user engagement.

Adaptive Resistance Fitness Device

Built an IoT-enabled smart fitness system that dynamically adjusts resistance levels and provides real-time performance feedback to enhance workout efficiency.

CERTIFICATIONS

- Introduction to Game Design – California Institute of the Arts
- Story and Narrative Development for Video Games – CalArts
- Introduction to Game Design – Epic Games
- Foundations of User Experience (UX) Design – Google
- Generative AI: Prompt Engineering Basics – IBM
- Generative AI: Introduction and Applications – IBM
- Introduction to Generative AI – Google Cloud
- Generative AI for Product Managers – SkillUp EdTech
- Product Management: Building AI-Powered Products – IBM
- Fundamentals of Computer Network Security Specialization – University of Colorado
- IT Fundamentals for Cybersecurity Specialization – IBM
- Hacking and Patching – University of Colorado
- Metasploit for Beginners: Ethical Penetration Testing – Coursera
- Cybersecurity Compliance Frameworks, Standards & Regulations – IBM
- Computer Networks and Network Security – IBM
- Wireshark for Security: Detect Network Anomalies – Coursera
- Vulnerability Scanning with Nmap – Coursera
- Analyze Network Traffic with TCPDump – Coursera
- How to Secure Network Devices using Cisco Packet Tracer – Coursera

LANGUAGES

- English
- Hindi
- Marathi