Saurav Pawar

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GitHub | LinkedIn | Portfolio

OBJECTIVE
Seeking an exciting and challenging position as a Game/Web Developer in a company where my Programming skills and knowledge can be used to the fullest.

EDUCATION
University of Missouri-Kansas City   *Dec 2021*
Bachelor of Computer Science

SKILLS
Tools	Unity, MS Visual Studio/Code, Amazon Web Services
Languages	JavaScript, C++, C# (Unity), HTML, CSS, ReactJS, NodeJS
Database Management	MySQL, PostgreSQL
Soft Skills	Attention to detail, Time management, Communication, Teamwork & Cooperation, Analysis

EXPERIENCE
University of Missouri-Kansas City Atterbury Student Success Center   *Nov 2020-present*
Lead Student Staff Manager
- Responsible for the opening and closing of the Atterbury Student Success Center when needed
- Train new student staff with building/office procedures
- Setup/tear down events according to floorplan provided by client
- Act in a professional, courteous, responsible manner at all the times

PROJECTS
Vigilante   *October 2021*
- Developing a VR game with Unity 3D and Oculus Quest 2.
- Tools used: Unity, C#, Unity XR.

Tag, you're it!   *September 2021*
- A Unity 3D game. Built a Third Person Character Controller, An NPC who you can chase and who chases you. Utilized 'Mixamo' character and animations and Unity components like Animator, Animation, Pro-Builder, and a Navigation Mesh to control NPC's movement.
- Tools used: C#, Unity,

Face Detection Webapp   *January 2021*
- Developed React application utilizing Clarifai Machine Learning Image Recognition API. Created a NodeJS server, Used KnexJS to connect Relational Database using PostgreSQL, tested routes with Postman, and deployed on Heroku.
- Tools Used: ReactJS, NodeJS, HTML, CSS (tachyons), ParticlesJS, Clarifai Face Detection API, PostgreSQL

The Commerce Bank Project   *March 2021*
- Developed web application that pulls in transaction details and allows user to set trigger for notifications rules and receive notifications around them. The system also saves data to a database for creating reports or logs.
- Tools used: HTML, CSS, MySQL, .NET, JavaScript

ORGANIZTIONS
- **UMKC Game Dev's Club**
- **UMKC Computer Science Club**