| Prajwal Vaidya  Game Programmer | horizontal line  +91 9588441197  prajwal.vaidya1204@gmail.com  https://github.com/12-prjwl/ |
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| **ㅡ** Education | horizontal line Vidyalankar Institute of Technology / B.E(Computer Engineering)2020 - Present, MumbaiN.H. College / XII(Maharashtra State Board)FEB 2019, Chandrapur, Maharashtra  * 79.08%  Christanand School / X(Maharashtra State Board)MARCH 2017, Chandrapur, Maharashtra  * 83.20% |
| **ㅡ** **Skills** | horizontal line   * **Unity** Game Programming(C#) * Communication Skill * Project Management Skill |
| **ㅡ** Projects | horizontal line   * All New Block Breaker:   + It is a simple traditional game where you have to control the ball with a ‘Paddle’. When the ball hits the bricks, you score the points.   + <https://github.com/12-prjwl/AllNewBlockBreaker> |
|  | * RedBird Game:   + It is a “Angry Bird” clone game.   + <https://github.com/12-prjwl/RedBirdGame> |

| **ㅡ** Experience | horizontal line   * College Mini Project:   + I presented the RedBird game, I made, as a mini project in the 4th semester of college academics. |
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| **ㅡ** About me | horizontal line   * I am in the fresher phase of Game Development and trying to learn by myself, but under someone's right mentorship, I’ll complete each and every task I’ll be assigned. I regularly play games and that is what pushed me into Game Development. |
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