

# Vedant Pawar

Computer Science engineer with a passion for new technology and development. I am driven by solving new problems and challenging my skills. Working hard and learning new skills is my primary goal.

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## EXPERIENCE

- **Game Developer intern at Apar Games ( Dec 2019- April 2020)**  
During this internship I have worked on projects developed in Unity engine.  
I also worked on Game Designing and balancing.
- **Member of Core Organizing Committee** Megaplay(Cultural Event) and Kemt (Sports event)

## PROJECTS

Developed a Chabot using the dialogflow API and creating a rest API using NodeJS to connect with it.

GitHub link :

<https://github.com/Ved30/Bot-repo-master>

Developed a Custom 2D Game in Unity Engine Game Title  
= Space Shooter (Standalone pc Build)

- Built Custom Functions Implementing 2D physics in game.

Dropbox link =

<https://www.dropbox.com/sh/xjlnypvhjivu42q/AAD69hM97I19exOaBOMLfOdWa?dl=0>

## EDUCATION

**Karunya Institute of Technology, Karunya Nagar —  
Btech (Computer science)**

July 2016 - July 2020

Overall CGPA- 8.23 , 8<sup>th</sup>-sem SGPA- 10.00

**Higher Secondary - Science (Maths)**

Percentage = 79.20%

## SKILLS

### Programming Languages

- Python, C++ , Java

### Web Development

- NodeJs , RESTAPI

### Software Development

- Unity2D

### Others

- Good Communication Skills
- Positive, Can do attitude

## Workshops

- Attended Workshop on Data security and web application hacking
- Attended Workshop on UI/UX Design

## LANGUAGES

English, Marathi, Gujarati, Hindi

