

VEDANT SHAHARE

INDIE GAME DEVELOPER

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Portfolio Website

Personal Portfolio Website: <https://vedants-32.github.io/CStellDevlog/en/>
GitHub: <https://github.com/VedantS-32>
LinkedIn: <https://www.linkedin.com/in/vedant-shahare-191163258/>
Instagram: https://www.instagram.com/vedant_s64/

Professional Summary

Nice to meet you I am Vedant Shahare, an indie game developer currently working on a small horror RPG and learning to make game engines. My expertise encompasses the utilization of software tools such as Unreal Engine, C++, Blender and Krita, all of which bring ideas to life. Furthermore, I possess knowledge in project build systems, employing CMake and Premake. Additionally, I leverage Python for the development of automated setup scripts. Concurrently, I am dedicated to the construction of my own 3D game engine using C++. In parallel, I am cultivating my skills as a concept artist, specializing in creating illustrations with Krita. Thank you for considering my professional background. I am enthusiastic about the opportunity to contribute to and collaborate on innovative projects within the realm of game development and artistic expression.

Skills & abilities

- Unreal Engine
- Blueprint
- GitHub
- Krita
- C++
- Premake
- Python
- Digital Painting
- Blender
- GitHub
- Creative Writing

Past Projects

- **CStellSFML:** A 2D game engine using C++ and SFML.
- **SkillCompletionPipeline:** College project under theme “innovative idea” using Godot, YouTube Restful API, and Google Firebase.
- **SpreadSheet Updater:** Updates Google Sheets with the help of Google Form using python.

For more information visit <https://vedants-32.github.io/CStellDevlog/en/>

Education

AISSMS INSTITUTE OF INFORMATION TECHNOLOGY

Bachelor of Technology Artificial Intelligence and Data Science

Expected to graduate in November 2026