

Vedant Shahare

INDIE GAME DEVELOPER

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Portfolio

Personal 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

I'm Vedant Shahare, an indie game developer currently working on a horror RPG and learning to build game engines. My skills include Unreal Engine, C++, Blender, Krita, and Premake(C++ build system), with experience in creating automated scripts using Python. I'm also developing my own 3D game engine in C++ and honing my concept art skills in Krita. I'm excited to collaborate on game development and artistic projects.

Skills & abilities

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

Experience

Game Developer Shader Labs • Internship Sep 2024 - Oct 2024 Nagpur, Maharashtra, India • Remote

- Architected and implemented Dialog system and Inventory system in Unreal Engine Blueprint.
- Developed Unified Interaction system to provide common interaction interface for mechanics created other team members.
- Modelled and Textured optimized 3D Assets.
- Designed texture channel packing pipeline for optimal use of textures in Unreal Engine.

Present Projects

- **Constellation Engine:** 3D game engine written in C++, supports OpenGL as graphics renderer. Visit [Constellation Engine Blogs](#). Please clone **CGraphicsCore** for latest version.
- **In a Corner of the World:** In a remote village, far from the bustling cities, something sinister lurks, unnoticed by the outside world. In a Corner of the World is a small indie horror RPG that tells the story of this forgotten village, where strange events began unfolding a few weeks ago. Visit [In a Corner of the World Blogs](#)
- **CGraphicsCore:** 3D renderer and framework for learning OpenGL. It is rewrite of Constellation Engine(CStell) for educational purpose and betterment of CStell. Visit [CGraphicsCore GitHub](#).

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