

# VINITA HINGONEKAR

## Game Developer

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[\[LinkedIn\]](#) [\[Github\]](#) [\[Portfolio\]](#)

### SKILLS

- Programming Languages : C (Advanced), C++ (Intermediate), C# (Intermediate)  
HTML/CSS, Javascript, Python, PHP
- Game Engine : Unity
- Design Patterns : Singleton, MVC, Service Locator
- Version Control : Git

### PROJECTS

- **First Person Shooter (3D Game in Unity):** [\[Play\]](#) [\[Video\]](#)
  - Built a 3D FPS game with player controls, shooting mechanics, and enemy AI using NavMesh.
  - Designed six unique guns in Blender with custom animations and shooting effects.
  - Implemented a shop to buy guns and health using money earned from defeating enemies.
  - Added enemy spawner, health system, and score tracking for engaging combat loops.
- **Lego Colour Sort (2D Puzzle in Unity):** [\[Play\]](#) [\[Video\]](#)
  - **Implemented stack-based logic** for managing color sorting across containers, ensuring valid moves using LIFO principles.
  - **Optimized movement validation** by restricting block moves to only valid color matches, maintaining game rules.
  - **Created a redo system** with a separate stack for seamless action reversals.
- **The Explorer (2D Platformer Game in Unity):** [\[Github\]](#) [\[Video\]](#)
  - Built **physics-based player mechanics** for running, jumping, and crouching with animations.
  - Designed levels using **tilemaps** and implemented a level unlocking system.
  - Integrated a **dynamic UI** with a score tracker and level manager for seamless gameplay.
- **One at a Time (2D Top-Down Puzzle Game in Unity):** [\[Github\]](#) [\[Video\]](#)
  - Developed **dual-character mechanics** with unique abilities: strong and fast.
  - Designed puzzles requiring **character coordination** using boxes, pressure plates, and levers.
  - Implemented a **key-based progression** system to unlock gates and advance levels.
- **Co-Op Snake Game (2D Multiplayer Game in Unity):** [\[Github\]](#) [\[Video\]](#)
  - Developed a 2D snake game with **single-player and multiplayer co-op modes**.
  - Implemented **power mechanics** like shields, speed boosts, and score multipliers.
  - Designed **self-collision and snake growth** features.

### EDUCATION

- Full Stack Game Development - Outscal (Sept 2024 - Present)
- BSc (Computer Science) – Modern College of Arts, Science and Commerce (2020 - 2023)  
CGPA : 9.3/10

### ADDITIONAL CERTIFICATIONS

- C# Unity Game Developer 2D, Udemy [\[Certificate\]](#)
- C# Unity Game Developer 3D, Udemy [\[Certificate\]](#)