VINITA HINGONEKAR

Game Developer

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SKILLS

- Programming Languages : C (Advanced), C++ (Intermediate), C# (Intermediate)
  HTML/CSS, Javascript, Python, PHP, Database Management
- Game Engine : Unity (Beginner)
- Version Control : Git

PROJECTS

- **Pokemon (C++) : [Github]**
  - Defined Pokémon and Trainer classes to encapsulate properties and behaviours.
  - Utilized inheritance for specific Pokémon types, allowing for code reuse and polymorphism.
  - Implemented function overriding for different Pokémon abilities.
  - Used private and public access specifiers to protect data.
  - Applied templates for generic programming, improving code flexibility.
  - Used pointers for dynamic memory management, enabling efficient handling of objects and arrays.
  - Used STL containers (like vectors) for dynamic data storage and manipulation.

- **Midnight Pizza Fight (C#) : [Github]**
  - Implemented object-oriented programming principles to structure player and enemy classes.
  - Created a turn-based combat system with health and attack mechanics.
  - Designed a dynamic dialogue system to enhance player engagement and immersion.
  - Integrated randomized outcomes for actions to add variability to gameplay.
  - Utilized conditional statements to manage game flow and player choices.

- **Eldon's Adventure (C++) : [Github]**
  - Implemented object-oriented programming (OOP) principles with classes for Player and Enemy.
  - Utilized encapsulation to manage health and damage properties securely.
  - Employed random number generation for dynamic damage and healing mechanics.
  - Created a turn-based combat system to manage player and enemy actions.
  - Implemented functions for attacking, healing, and taking damage to streamline game logic.
  - Managed game flow with loops and conditionals for user input and combat resolution.

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

- C# Unity Game Developer 3D, Udemy