

# 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 (Beginner)
- Design Patterns : Singleton
- Version Control : Git

## PROJECTS

- **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.
- **Pokemon (Console Game C++) :** [\[Github\]](#)
  - Created Pokémon and Trainer classes with **encapsulation and inheritance**.
  - Used **polymorphism** for Pokémon abilities and templates for flexibility.
  - Managed dynamic memory with pointers and **STL containers like vectors**.
- **Eldon's Adventure (Console Game C++) :** [\[Github\]](#)
  - Applied **OOP** for Player and Enemy classes with encapsulated health/damage.
  - Used **random number generation** for combat mechanics.
  - 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 [\[Certificate\]](#)
- C# Unity Game Developer 3D, Udemy [\[Certificate\]](#)