Yash Dushettiwar

Electronics Engineer | Game Developer

Ballarpur
Chandrapur MH - 442701
(+91) 98 3409 5820
yash.dushettiwar@gmail.com

ABOUT

A Game Developer from India💖 seeking new Opportunities in the field of innovation and Gaming. I have completed Engineering in Electronics and Telecommunication. I love to Play Games.I spend most of my time developing games and 3D models in software like Unity and Blender..

EXPERIENCE

Zensoft Service Pvt. Ltd, Pune- *Associate Engineer QA*

N0V 2020 - AUG 2021

- Working with tools like Qualitia Jenkins and various Automation Technologies.
- Increase the Productivity and Workflow for Client Projects

Qualitia Software Pvt Ltd, Pune- *Developer Intern*

JAN 2020 - MAR 2020

- Working in a team for automating the workflow using Qualitia Software
- Generate a comprehensive report for defects and bugs in the workflow
- Updating the tasks and reports on JIRA (ATLASSIAN) for the team.

HORIZON ELECTRO Pvt Ltd, Pune - *Student Intern*

JUL 2019 - AUG 2019

- Mounting and Soldering the components on PCB.
- Verify all the test points and QA test the pre-build circuitry.
- Assembling the Product on Production Line for Delivery.

EXPERTISE & LANGUAGES

EDUCATION

Backstage Pass Institute of Gaming and Tech, Pune- *AdvanceDiploma*

Nov 2021 - JAN 2023

Game Design and Development

NBN Sinhgad School Of Engineering, Pune- *Electronics Engineering*

June 2016 - MAR 2020

Bachelor of Electronics and Telecommunication (BE)

Final Year (2020) : 7.2 CGPA

Gurunanak College of Science, Ballarpur - *HSC*

June 2014 - MAR 2016

Higher Secondary Education

HSC (2016) - 71.3 %

Dilasagram Convent High School, Ballarpur - *SSC*

June 2013 - MAR 2014

Secondary Education

SSC (2014) - 91.2 %

AWARDS & CERTIFICATIONS

SOGETI GREEN X GAME JAM

SOGETI | CAPGEMINI | INTEL

- Winner for the best Green Project
- Game Theme covered the concepts of Waste Management, Waste Segregation, Global Awareness.
- I was Lead UI Designer and Gameplay Developer for the Project.

SPECIALIZED IN GAME DESIGN AND DEVELOPMENT

Michigan State University

- Completed the Specialization course for Game Devs on Coursera.
- Developed multiple Game projects with Unity and Blender

PROJECTS

👉 *Flood Estimation from Water Discharge Using Regression Analysis*

👉 *Sogeti Green X Game Jam Waste Management*

👉 *Game Projects*