

Akshay More

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 <https://akshaymore2018.github.io/>

Summary

A fan of preparation and established fundamentals, because they give a better understanding of which rules to break, and which rules to think twice about. Expert in strategic and tactical planning. Knowledgeable about programming paradigms, design patterns, rendering pipeline stages, and optimization techniques. Experienced in game development life cycle. Strong engineering professional with a Bachelor's Degree focused in Computer Science from MIT Academy of Engineering, Pune.

Experience



Programmer

Sumo Digital Ltd

Mar 2022 - Present (2 months +)

- Gameplay & Tools



Junior Programmer

Sumo Digital Ltd

Sep 2021 - Mar 2022 (7 months)

- Gameplay



Junior Programmer

Sumo India Studios

Aug 2020 - Jul 2021 (1 year)

- C++



Trainee Programmer

Sumo India Studios

Aug 2019 - Jul 2020 (1 year)

- C++



Junior Programmer

Rendered Ideas

Dec 2018 - Mar 2019 (4 months)

- Java



Trainee Programmer

Rendered Ideas

Dec 2017 - Nov 2018 (1 year)

- Java

Education



MIT Academy of Engineering, Alandi, Pune

Bachelor's Degree, Computer Science

2013 - 2017

Savitribai Phule Pune University



Kendriya Vidyalaya

High School Diploma, Mathematics and Computer Science

Skills

C++ • Java • Python • Game Development • Design Patterns • Algorithms • OpenGL • Visual Studio 2017 • Tortoise SVN • Simple and Fast Multimedia Library (SFML)