TEJAS KALE

68 Corporate Drive [https://kaletejas.github.io/Portfolio](https://kaletejas.github.io/Portfolio/)

Scarborough [tejasvijaykale@gmail.com](mailto:tejasvijaykale@gmail.com)

ON, M1H 3H3 Ph: 437-2999-760

**Objective:** To pursue a technical opportunity in your organization

**Experience:** Tata Consultancy Services - Associate Software Developer (Jan 21 - Aug 21) Worked on a client project using Spring boot and Javascript Technologies, gave technical support to the final product

**Professional** Game Development Immersive Technologies

**Interests:** Web Technologies Programming Languages

**Education:** Bachelor of Engineering, Computer Engineering (Jun 2016 - Dec 2020) Modern Education Society’s College of Engineering Pune

Percentage: 7.99/10 ( 72.40 %)

**Technical Skills:** Programming Languages - Java, C++, C#, C, SQL Web Stack - JavaScript, ReactJS, HTML, CSS

Technologies - Unity Game Engine, Blender 3D for assets design, ARCore for Augmented Reality.

# Projects:

* Final Year Project: Augmented Reality Interior Design Algorithm

This application enables user to visualize virtual home decor objects in real time. It was built using Google’s ARCore Library and Java.

* Game: Planet-E-Timeout

I developed a platformer game using Unity wherein I designed and programmed player movements, level mechanics and target points.

* WebApp for Spice Beauty Salon

I built a website for a local business named Spice Beauty Salon using primary Web technology stack.

# Co-curricular Activities:

* Published a research paper titled “Augmented Reality Interior Design” in “International Journal of Advanced Scientific Research Engineering Trends”

URL:[http://ijasret.com/VolumeArticles/FullTextPDF/421\_6.AUGMENTED\_REA](http://ijasret.com/VolumeArticles/FullTextPDF/421_6.AUGMENTED_REALITY_INTERIOR_DESIGN.pdf) [LITY\_INTERIOR\_DESIGN.pdf](http://ijasret.com/VolumeArticles/FullTextPDF/421_6.AUGMENTED_REALITY_INTERIOR_DESIGN.pdf)

* Member of my College’s Robocon Robotics Team which reached the national level by developing a competitive Robot winning most points for RobotDesign.
* Student Facilitator at Google’s developers Club in Mixed Reality Domain.
* Organised various technical events as a member of Student’s Association of Computer Engineers.

**Hobbies:** Playing Football and Table tennis