

# KARTIK SHIDHORE

## Software Developer | Game Developer

Phone: +91 7410548852 | Email: [kartikshidhore123@gmail.com](mailto:kartikshidhore123@gmail.com)

GitHub: [github.com/kartikshidhore](https://github.com/kartikshidhore) | LinkedIn: [linkedin.com/in/kartik-shidhore-a30b0922b/](https://linkedin.com/in/kartik-shidhore-a30b0922b/)

### SUMMARY

Engineering student with hands-on experience in Unity 2D game development, C#, and full-stack Java applications (Spring Boot, REST APIs). Built and deployed complete projects including an Email Automation system (DRDO) and educational games (Wollybee LLP). Skilled in OOP, JSON, UnityWebRequest, and UI. Strong problem-solving, self-learning, and teamwork abilities. Eager to grow in Backend technology, real-time systems, and software engineering roles.

### TECHNICAL SKILLS

- Programming Languages:** C/C++, CSharp(Unity), Java, Python, SQL
- Software & IDEs:** Visual Studio, VS Code, Unity, Qt Creator, IntelliJ IDEA, Jupyter Notebook
- Core Competencies:** OOP, DSA, Problem Solving, Game Development, Backend Development, Secure Data Handling, Desktop Application Packaging
- Frameworks & Tools:** Spring Boot, PyQt6, JavaMail (SMTP), H2 (AES Encrypted), PostgreSQL
- Other Tools:** Postman, Git, PyInstaller, Inno Setup

### EDUCATION

#### Medi-Caps University (August 2021 – May 2025)

- B.Tech in Computer Science & Engineering | Current CGPA: 7.8

#### Pramod Patil Junior College (July 2020 – June 2021)

- Grade 12 | Percentage: 85.17%

### WORK EXPERIENCE

#### CASDIC, DRDO - SDE Intern (Feb 2025- May 2025)

Bengaluru, Karnataka, India

- Delivered a defense-compliant email system adopted by internal HR, supporting 100+ users per deployment.
- Reduced average email dispatch time by 80% via asynchronous SMTP delivery logic and agile methodologies.
- Streamlined email delivery for HR operations, reducing manual workload by 70%+.
- Enhanced security via AES + JWT, achieving zero credential leaks in security audits.
- Conducted UAT with HR and security personnel to meet encryption and delivery compliance standards.
- Regular software testing and software maintenance to ensure correct system design.

#### WollyBee LLP - Game Design and Developer Intern (June 2024 - October 2024)

Indore, Madhya Pradesh, India

- Designed and developed 3+ educational games in Unity (C#) for children aged 3-10.
- Implemented physics & interactive UI, expecting increase in user engagement by 20%.
- Optimized game performance and continuous debugging to maintain smooth gameplay.
- Worked closely with animators and designers to enhance visual storytelling and product design.

### PROJECTS

#### HR Email Automation and Personalization System (Feb 2025- May 2025)

Project developed during SDE Internship at DRDO (CASDIC), Bengaluru

- Built a secure offline desktop app enabling HRs to send 100s of personalized emails with attachments via Outlook/Gmail.
- Developed GUI (PyQt6) supporting Excel uploads, recipient filtering, templated email drafting, and file attachment.
- Engineered Spring Boot backend with AES-encrypted H2 DB, JWT-based auth, and developed RESTful APIs.
- Achieved 95% delivery success rate in tests; deployed as an offline installer requiring no internet or external servers.

### **Lucky Doors (Unity, C#) (March 2025- May 2025)**

- Designed an interactive probability-based game with engaging visuals and smooth UI transitions.
- Implemented coin wallet and save game state, resulting in 25%+ session retention in testing.
- Optimized for Android, achieving <2s load times and smooth UI across devices.
- Developed the game for mobiles using Unity's built-in cross platform support.
- Reduced crash frequency by 70% after optimizing asset memory usage and pooling

### **Memory Card Game (Unity, C#) (July 2024- August 2024)**

#### **Developed during Game Developer Internship at Wollybee LLP, Indore**

- Developed a memory-enhancing game featuring increasing difficulty levels.
- Reduced game load lag by 40% on low-end devices by optimizing memory allocation and asset loading.
- Achieved frame stability >60 FPS across tested screen resolutions.
- Developed the game for cross-platform support across Androids, IOS and desktop.

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## **CERTIFICATIONS**

**SEO Training: Complete SEO Course and ChatGPT Copywriting | Udemy (Nov 2023)**