

# KOMAL KURUNDWADE

A New Perspective of Life as a Game Developer.

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[GitHub](#)  
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## Skills:

- Programming Language : C (Intermediate), C++ (Intermediate), C# (Intermediate).
- Game Engines : Unity.
- Version Control : Git.
- Programming Design Patterns : MVC, Singleton, Observer, State, Object Pool.

## Projects :

### Unity Projects :

- **The Explorer** : ( [GitHub Link](#) ) ( [Video](#) )
  - Menu system to save and choose levels.
  - Player animation for run, jump and crouch. Enemy animation for patrolling.
  - Implementation of singleton design pattern for game levels and sound system.
- **Snake** : ( [GitHub Link](#) ) ( [Video](#) )
  - Implementation of Singleton design pattern for game handling, sound system and score.
  - Implementation of UI for single player and multi-player.
  - Implementation of Screen wrapping mechanism.
- **Solar System** : ( [GitHub Link](#) ) ( [Video](#) )
  - Implementation of Mini-map camera for the top view.
  - Implementation of rotation for the planets.
  - Implementation of mouse event for display the particular information.
- **T-Rex** : ( [GitHub Link](#) ) ( [Video](#) )
  - Implementation of animation for creating infinity running game.
  - Implementation of score system for score and high score.
  - Implementation of UI for game win and game lose condition.
- **Chest System** : ( [GitHub Link](#) ) ( [Video](#) )
  - Implementation of MVC architecture to generate random chests.
  - Implementation of Scriptable Object to store data of chests.
  - Implementation of UI for every chest and chest slot.
- **Battle Tank** : ( [GitHub Link](#) )
  - Implementation of MVC architecture for player tank, enemy tank and bullets.
  - Implementation of generic singleton class and generic object pool. Use of scriptable objects for creating different types of tanks. Use of observer design pattern for implementing achievement system.
  - Implementation of state design pattern for different states of enemy tank. AI for enemy tank.
  - Shooting mechanism for both player and enemy tank.

## **C++ Projects :**

- **Mine Sweeper :** ( [GitHub Link](#) )
  - 2D array board of size  $n*n$  and mine are places randomly only after player opens first cell inboard.
  - Player has to open all non-mine cells to win and lose if player opens a mine cell.
- **Connect 4 :** ( [GitHub Link](#) )
  - 2D array board of fixed size and 2 colors for connect the dots.
  - Player has to put the color in the cells and try to connect the four dots.

## **Education :**

- Full Stack Game Development – Outscal, Delhi ( Dec 2021 – Present )
- B. E. Computer Science & Engineering – Sanjay Ghodawat Group of Institution, Atigre ( 75.66 % ) ( Aug 2018 – Sept 2021 )
- Diploma in Computer Science and Engineering – D.K.T.E YCP College, Ichalkaranji (75.60 % ) ( Aug 2015 – June 2018 )