

RAHUL HAMBARDE

COMPUTER SCIENCE ENGINEER | STUDENT

PERSONAL PROFILE

I'm a self taught growing game developer with a strong motivation to constantly develop my professional skills, as well as create optimised, responsive game .

WORK EXPERTISE

- I primarily develop game code base, workflow
- I have experience with designing 2d assets and 3d modelling.
- I also have experience with web development using LAMP and MERN stack

CONTACT INFORMATION

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SKILLS

Languages

- Java
- Python
- C#
- Javascript
- PHP
- SQL
- HLSL

Frameworks And Tools

- ReactJS
- NodeJS
- ExpressJS
- MongoDB
- Unity3D
- Blender
- Maya

PROJECTS

LANCE project

Smart India Hackathon 2020

- LANCE is an automated transportation robot , usable in warehouses.
- We were qualified in internal hackathon and were selected for national level.
- Used python for all the automated code, Raspberry Pi for bot and HTML, JQuery to show the position of bot on pc.

WORK EXPERIENCE

Game Developer

Hammercraft Studios (2020)

- My work involved developing all the logic behind the game functionality, designing all the flow, implementing it , coding.
- I've used Unity 3d for the purpose and C# language.
- I've created all the code base for gameflow and also UI.

PAST EDUCATION

- BTech - Computer Science
SGGSIE&T (2017 - Current)

INTEREST

- 3d Modeling
- Gaming
- Competitive Programming
- Learning New Things