Onkar Shinde

Bachelor in computer engineering, having excellent technical and communication skills. Highly motivated and enthusiastic by new challenges. Video games enthusiastic and love to code.

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EXPERIENCE

Godspeed Games, Pune — *Game Programmer*

November 2020 - August 2021

Worked on a Role playing game "Knights and Dragons – Action RPG" which is available on both the Android and iOS devices.
Language used: C++, OpenGL ES

Quick Heal Technologies Ltd, Pune — *Software Engineer*

March 2020 - October 2020

Worked on different retail antivirus modules.
Language used: C++

Nihilent Ltd, Pune — *Software Engineer*

October 2017 - February 2020

Worked on banking domain application which manages estate of the deceased. This application helps to organize and does smooth distribution of the estate among the beneficiaries wisely.
Language used: C++

SKILLS

Excellent in C/ C++.

Good knowledge of OpenGL (including OpenGL ES),

Intermediate skills in Java, Win32 API,

Basic Exposure of Unix based systems.

AWARDS

Runner up in ByteCode java contest, Melange (VIT, Pune)

LANGUAGES

English, Hindi and Marathi

EDUCATION

Dr. D. Y. Patil School Of Engineering, Pune — *Degree*

June 2013 - May 2016

First Class

Y. B. Patil Polytechnic, Pune — *Diploma*

June 2010 - May 2013

First Class

B. T. Shahani Navin Hind High School, Pune — *School*

June 2001 - May 2010

First Class with Distinction

PERSONAL PROJECTS

Falcon Heavy Launch Simulation

With the help of C++ and OpenGL we created a Falcon Heavy (SpaceX) launch simulation demo. It showed the different phases of launch.

Technologies used: C++, OpenGL, Blender

Snake 2D

Created a small 2D game in C++ and OpenGL from scratch. Implemented basic gameplay and collision detection system. Added sound in the game using Win32 API.

Technologies used: C++, OpenGL, Win32