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.

Portfolio:
https://shivaomi.github.io

+91 9762412039 / 9028060067
Shinde.onkar15@gmail.com

EXPERIENCE

Godspeed Games, Pune — *Game Developer*

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.

- Worked on client side development including new feature implementation, making UI changes as per need, Adding monetization support, bug fixing etc. for both Android and iOS platform.

Language used: C++, OpenGL ES

Quick Heal Technologies Ltd, Pune — *Software Engineer*

March 2020 - October 2020

- Mainly work on DLL files to optimize game booster feature and scan scheduling techniques.

- Implemented a CI/CD pipeline which automates the various stages and generates a final build for testing/distribution purpose.

Language used: C++, Win32 API

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

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

PERSONAL PROJECTS

Below are some projects which I have done for learning purposes.
For more details please visit **https://shivaomi.github.io**

1) GodRays

With the help of C++ and OpenGL implemented a GodRays i.e. Crepuscular rays effect. It's post processing effects required a custom framebuffer object.

Technologies used: C++, OpenGL

2) Raycasting 2D

Using Line-Line Intersection as a reference, made the Raycasting 2D demo which casts multiple rays from mouse pointer location to detect collision with other line segments.

Technologies used: C++, OpenGL

3) Raytracing

Adapted from the book “Ray Tracing in One Weekend” by Peter Shirley, Implemented a path tracer with the help of vector calculus to create some stunning images.

Technology used: C++

4) 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 API