

# 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>

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## EXPERIENCE

### **Siemens PLM [Parent: Prescient Technologies], Pune — Software Engineer**

January 2022 - Present

- Part of a Lifecycle Collaboration Software team and working on development of Teamcenter and Active Workspace

Language used: C++

### **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