

Sudarshan Ishwar Doke

B.Tech. Computer Science & Engineering

A Computer Science enthusiast interested in Algorithms, Software Development and Web Development

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[in SudarshanDoke](#)

[github](#)

[visit site](#)

Career Objective

"To work for an organization which provides me the opportunity to improve my skills and knowledge to grow along with the organization."

Technical Skills

Programming Languages : C, C#, C++, Java, HTML, SQL, JavaScript

Software : Unity 3D, Blender, Eclipse, Visual Studio.

Education

Bachelor of Engineering (BE)

@ D. Y. Patil College of Engineering & Technology, Kolhapur
Batch - 2020 - 2023
Marks - 75.38 %(till 6th Sem)

Diploma

@ D. Y. Patil Polytechnic, Kolhapur(2018 - 2020)
• Computer Engineering
Marks - 81.66 %

12th Grade

@ P. V. P. College of Arts, Commerce & Science, Pravara Nagar (2016 - 2018)
• Physics, Chemistry, Maths, Biology
Marks - 55.08 %

10th Grade

@ Shri Shivaji Vidyaniketan, Rahuri Factory
Batch - 2016
Marks - 77.20 %

Strengths

Communication, collaboration, Adaptability, Teamwork, Decision making, Creativity, Problem solving, Positive attitude

Projects

• Home Automation (Smart Home)

Smart Home is a home automation project that works on multiple devices at a time with real-time synchronisation, using Google's Firebase API. Also it has options for Voice command & Manual buttons to operate. Works on Android version 5.0 or later.

Languages: Java, Kotlin, Arduino, SQL

Team size: 3

Duration: 75 days

My role: Project Lead

• 3D Game Development

3D game development is a project on high graphics, AAA quality game. It includes many game mechanics like Zombie AI, Gun system, Sounds manager, Character controller. Game development is a very complex task with lots of challenges, we learnt the team work, and contributions in team.

Languages: C#.

Team size: 5

Duration: 60 days

My role: Project Lead, Programmer, Game designer.

Declaration

I do here by declare that above mentioned details are correct.

Place : Kolhapur

Date : 28/09/2022