

Vedant Kadam

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Education

2018-2022

DY.PATIL COLLEGE OF ENGG,
AKURDI PUNE
B.E in Information Technology
Average CGPA : 9/10(till 5th sem)

2018

KTHM COLLEGE ,NASHIK
HSC Percentage: 83.69%

2016

ST.LAWRENCE HIGH SCHOOL,NASHIK
Percentage: 89.80%

Links

Github:// [vedant-kadam](#)
LinkedIn:// [vedant-kadam-06](#)
Itch.io:// [reorezz](#)
PlayStore:// [ReorezzDev](#)

Technical Skills

LANGUAGES

C#, JavaScript, C/C++,
HTML,CSS,TypeScript

TECHNOLOGIES

Unity Game Engine, GIT, React, ThreeJS,
Tailwind, Node, Scss

DESIGN

GIMP ,Adobe PhotoShop

DATABASES

MySQL

DEVELOPER TOOLS

Visual Studio,Sublime Text,
VS code, Py Charm,Git

Coursework

UNDERGRADUATE

- *Data Structure and Algorithms
- *Object Oriented Programming
- *Discrete Mathematics

UNITY COURSES

- *RPG Game Development-Udemy course
- *Introduction to Game Development

MICHIGAN STATE UNIVERSITY

- *Complete C# Unity Game Developer3D Udemy Course

Experience

JAN-2021 TO MARCH-2021 **ReorezzDev**

Unity3D ,C

Developed and Published Games on PlayStore
Games:

- 1- Rocket Labyrinth
- 2- The Dropping Ball

JULY-2021 TO AUGUST-2021 **Compact Gyan (Internship)**

- Made VR Games and VR Modules using Unity3D.
- Developed an hands free "VR Controller" for normal VR headsets,
- Which provided the same interactivity to the user as a oculus quest.
- It also allowed to make interactive games for normal VR headsets

SEPTEMBER-2021 TO NOVEMBER-2021 **Ubakabaski (Internship)**

- Made hyper casual games and character controllers using Unity3D

NOVEMBER-2021 TO JANUARY 2022 **Value Labs (Internship)**

- Learned and made web application using ReactJs, NodeJs and other web technologies

Project

Crypto-Crib [GITHUB ,Demo]

ReactJS, Solidity, Tailwind

*A Gateway to send Ethereum around the world and keep a track of your transactions in realtime

*Build using "ReactJs ,Solidity , Tailwind"

The Dropping Ball [PlayStore ,GITHUB]

Unity 3D,C#

*This game is made with unity and has around 100 different Levels to play on and has 2 amazing game modes which will challenge and keep the player entertained

*This game also has a custom feature which will allow the player to personalize the layout and opacity of the controls

RigidBody FPS Controller [GITHUB ,Itch.io]

Unity 3D,C#

*A Custom RigidBody Fps Controller built from Scratch using Unity 3D and its built in Physics Engine

*This Custom Character Controller can be directly used in any project which require a simple or a parkour type character controller.

VR-Volume Input Controller [GITHUB]

Unity 3D,C#

*Implemented a system in a VR game where we can use the intensity of the sound made by the user to trigger various events

*This type of feature can help a lot in making fun and interactable VR games for simple VR headsets

Rocket Labyrinth [PlayStore ,GITHUB]

Unity 3D,C#

*A Hyper Casual game made with unity

*A Steady Progression system and various type of Power Ups make the game more enjoyable for the user

Money Book [GITHUB ,Demo]

ReactJs, Redux

*Expense Tracking Application build using React and Redux

*This is an easy to use application with some minimalist UI.

* It is also a great demonstration of CRUD operation in react.