

# SANDIP GUDLE

SOFTWARE AND GAME DEVELOPER

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## ABOUT ME

Motivated and detail-oriented aspiring IT professional with a strong foundation in technology and problem-solving. Known for quick learning, adaptability, and a passion for exploring innovative solutions. Experienced in applying theoretical knowledge to practical scenarios through projects, workshops, and seminars. Eager to contribute in a collaborative environment, gain industry exposure, and grow into a valuable team player while delivering meaningful results

## EDUCATION

**2024 - 2026** **Master of Science in Information Technology**  
Dr. DY Patil ACS College **9 CGPA**

**2021 - 2024** **Bachelor of Computer Science**  
Swami Ramanand Teerth University, Nanded **9 CGPA**

## SKILLS

- C, C++
- Java
- C#
- JavaScript
- OpenGL
- OpenGL-ES
- DirectX11
- Win32SDK
- Unity
- Python

## EXPERIENCE

### Unity Developer Intern - Akiyam Solutions

Hands-on experience in building immersive and realistic 3D applications, including a horror game project. Skilled in using Unity's engine to design atmospheric environments, implement gameplay mechanics, and optimize performance for smooth user experiences. Worked on lighting, sound design, and visual effects to enhance realism and player engagement in a horror setting. Proficient in C# scripting, debugging, and collaborating within a development team to deliver interactive and polished game features.

## CERTIFICATIONS & SEMINARS

- Real Time Rendering in OpenGL and DirectX. At AstromediComp.
- Masterclass in C. At CoreCode Programming Academy.
- Heterogenous Parallel Programming.(CUDA & OpenCL)
- Multi OS Installation Seminar.

## LINKS

[LinkedIn](#) [Github](#) [Portfolio](#)