

NIKHIL GHODE

Software Engineer

nikhilghode3@gmail.com | +918055062276 | Wardha, MH

GitHub | **Linkedin** | **LeetCode**

EDUCATION

BossCoder Academy Course Full Stack Development	Online Oct 2022 - Present
Pixels Academy Course Game Design	Hyderabad, India Aug 2018 - Aug 2019
Bapurao Deshmukh College Engineering Bachelor of Engineering Computer Engineering CGPA: 7.67	Sevagram, MH July 2014 - July 2018

EXPERIENCE

CodeChef Content Creator Consultant • Developed and curated a series of comprehensive courses, exemplifying a commitment to creating high-quality educational content. • https://www.codechef.com/learn/technology/c-sharp • https://www.codechef.com/learn/technology/kotlin	Remote Jul 2023 - Present
BornMonkie Studio Software Engineer • Developed engaging casual games from inception to completion, utilizing industry-standard tools such as Unity, Photoshop, and Blender, while employing the C# programming language. • Collaborated closely with prominent clients such as MPL and Winzo, contributing to the successful development and delivery of gaming projects. • Utilized a comprehensive toolset encompassing Unity, Blender, and Photoshop, while proficiently employing programming languages such as C# and C++ to accomplish various tasks and contribute to project development.	Hyderabad, India Oct 2021 - Mar 2022
Day Dreamz Studio Software Engineer • Independently conceptualized and constructed hyper-casual games from the ground up, spearheading the entire development lifecycle encompassing ideation, design, programming, and deployment. • Collaborated with numerous clients to deliver projects tailored to their specific requirements within stringent timeframes. • Proficiently employed a diverse array of tools, including Unity, Blender, 3ds Max, Photoshop, Audacity, and FL Studio, while effectively utilizing the C# programming language to execute tasks and projects.	Hyderabad, India Aug 2019 - Apr 2020
Pixels Academy 2D Animator Intern • Produced and conceptualized characters, contributing significantly to the development of an in-studio animation short film during my internship. Demonstrated skills in 2D and 3D animation, leveraging tools like After Effects, Toon Boom, 3DS Max, Maya, and Blender. Additionally, proficiently employed Photoshop for image manipulation and actively contributed to the creative process through sketching.	Hyderabad, India Mar 2019 - Aug 2019
Microtron Technologies Java Developer Trainee • Engaged as a Java Developer Trainee, specializing in Java (Framework: Spring) and Angular JS technologies. Played a vital role in the implementation of innovative solutions, while meticulously documenting and presenting key project developments.	Wardha, MH Dec 2017 - Feb 2018

SKILLS

Programming Languages:	C#, Java, Kotlin, C++, XML
Libraries/Frameworks:	NavMesh, Photon, Mirror, uGUI, I2 Localization
Tools / Platforms:	Unity, Android Studio, Git, Visual Studio, Photoshop, Blender, Maya, 3ds Max, Audacity, FL Studio, Sketch, Jira, Google Play Console, Mixamo
Databases:	MySQL, MongoDB, Firebase

CERTIFICATIONS

- Game Design Course - **Pixels Academy**
- Programming Design Patterns For Unity: Write Better Code - **Udemy**
- SOLID Principles: Introducing Software Architecture & Design - **Udemy**