

Sahil Dhumane

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SUMMARY

Aspiring Game Designer and Game Developer eagerly seeking to break into the gaming industry and leave a lasting imprint in the world of video games with my innovative creations.

PROJECTS

Merry Maker Madness

[Link to itch.io](#)

“Step into the charming Christmas Factory, where you control the assembly line of gift creation and make gifts for children of the world.” A Christmas themed 2D Pixel-art platformer game, made for a weekly game jam on itch.io.

Arcade Games Recreation

[Link to itch.io](#)

Recreation of classic arcade games like Pong, Breakout, Space Invaders and more in new game engines with each of them having a unique twist to express their creativity while also having the same aspect and game design as the original games.

3D Pistol Shooter

[Link to Github](#)

A simple third-person perspective shooting game made with Unity Engine. The character controlling and game physics was programmed by me, while the character model and animations were imported from Mixamo, and the art assets were taken from Unity Asset Store.

EDUCATION

2022 - 2025 Bachelor's Degree in **Computer Engg.** at **Pimpri Chinchwad College of Engineering**

SKILLS

Programming Languages C++, C#, Java

Game & Art Tools Unity Editor, Unreal Engine, Aseprite, Blender

Other Helpful Softwares Visual Studio Community, Twine, Notion, Trello

CERTIFICATIONS

- **Game Design and AI Masterclass** (Udemy)
- **Unity C# Scripting: Complete C# for Unity** (Udemy)
- **Foundations of Project Management** (Google)