

## KUNAL TOMAR

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Pune, India

### Professional Summary:

Motivated and talented programmer looking for the opportunity where my creative skills and programming knowledge can be used as an asset to the company along with which I can keep increasing my knowledge by facing new and challenging problems.

### Core Qualifications:

- Clear understanding of **Game Development Life Cycle**, from understanding Client requirements and bidding to final development and release of the project.
- Experience of **VR and PC games** development.
- Experience of managing and updating the project code with team using **SVN and Github**.
- Clear understanding for **Blueprint and C++** programming in UE4.
- Hands on experience of **Animation, UMG Widgets, Dynamic Materials, Level Streaming, AI and Networking** system in Unreal Engine.
- Worked with Unreal Persona system to create **First Person, Third Person and Top down** player mechanics.
- Familiar with Unreal Engine's cooking and Packaging system.
- Familiar with UE Gameplay Framework.

Company	Duration	Designation
SQS India	13 <sup>th</sup> Dec 2010 to 10 <sup>th</sup> Feb 2011	Trainee Game Tester
Ubisoft India	8 August 2012-30 <sup>th</sup> July 2014	Junior Game Tester
MYS Studios	1 <sup>st</sup> June 2014-14 <sup>th</sup> May 2015	QA Engg/Unity Dev
Anibrain Interactive	15 <sup>th</sup> May 2015	Unreal Engine Lead Developer

### Personal ShowReel

[Link](#)

### Projects:

#### Global Logic Recall -

Platform: **Oculus**

Game Engine: **Unreal Engine 4.21**

About Project: VR Shooter game where user have to reveal the content of the targets and match them by hitting them with Laser using two Laser guns. Game has time based scoring and based on score rankings is shown on Leaderboard.

#### SongBird Villa-

Platform: PC

Game Engine: **Unreal Engine 4.17**

About Project: An Archviz project with Photo real quality where user can customize the Villa from 145 customizations of the room setup for all 3 floors, all on real-time.

**EVE Valkyrie: Collectable Orb-**

Platform: PC (HTC Vive/Oculus)

Game Engine: **Unreal Engine 4.15**

About Project: A collectible for the multiplayer mode which provide unique items at the end of the game.

**Honeywell GMTU Robotic Unloader Machine Training Simulator-**

Platform: PC (HTC Vive/Oculus)

Game Engine: **Unreal Engine 4.15**

About Project: A training simulator application for the trainee engineers for Honeywell Atlanta US. Application helps the engineers to get trained in Operations and Maintenance of the GMTU Robotic Unloader.

**BMW VR-**

Platform: PC (HTC Vive)

Game Engine: **Unreal Engine 4.13**

About Project: A Fan experience made for BMW i8. Brochure of i8 converted into VR experience showing different features like colour options of i8, air flow, allow options, aerodynamics of the car and interior and exterior of the car.

**Haunted Hospital-**

Platform: PC (HTC Vive)

Game Engine: **Unreal Engine 4.13**

About Project:

VR ride of a Haunted Hospital.

**TankBattle-**

Platform: PC

Game Engine: **Unreal Engine 4.17**

About Project:

Third Person toon styled Tank battle multiplayer game inspired from RocketLeague and Tank 1990 (8-bit).

**Academic Profile:**

Academic Year	Institution	Stream	Year	Percentage
B.E	Siddhant College of Engineering, Pune. (University of Pune)	Electronics	2012	60.00%
XII (CBSE)	Kendriya Vidyalaya No. 2, AFS, Pune	Science	2007	68.8%
X (CBSE)	Kendriya Vidyalaya No. 2, AFS, Pune	Science	2005	68.2%