Akshat Narendra Sakharkar

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Skills

Languages: C#, C++, Python, HTML, CSS, SQL
Technologies & Tools: .NET, Django, Git, Nunit, Nsubstitute, PostgreSQL, Unity, Blender, Illustrator, Photoshop
Machine Learning: Tensorflow, Pandas, NumPy, Neural Networks

Work Experience

Philips, Bangalore   Aug 2023 - June 2024
Software Engineer Intern

- **Orchestrated the migration from IBM RTC to Git**, implementing a structured repository architecture and branch management strategies, **eliminating inefficiencies** and enhancing version control.
- Spearheaded a critical **.NET framework upgrade**, **fortifying application security and optimizing performance**, leading to **faster execution times and reduced vulnerabilities**.
- Engineered automated test suites, increasing **code coverage by 6%** across multiple repositories, **reducing bugs and accelerating deployment cycles**.
- Collaborated with cross-functional teams to **maintain and refine CI/CD pipelines**, ensuring **flawless deployments and continuous integration**, which **streamlined release cycles**.
- **Technologies Used:** C#, .NET, Nunit, Nsubstitute, RTC, GIT, Postman, Jenkins

Education

Lovely Professional University, Punjab   July 2019 - Jun 2024
Integrated Degree(B. Tech + M. Tech) in Computer Science and Engineering
Relevant Coursework: Object Oriented Programming, Databases, Discrete Maths, Data Structures and Algorithms, Operating Systems, Computer Networks, Machine Learning, Data Mining, Advance Data Structures and Algorithms

Projects

2D Mobile Puzzle Game   Jan 2025 - Present
Game Development Project

- **Designed an engaging puzzle game** where players navigate a ball through **color-matching barriers and timed obstacles** to solve intricate challenges.
- **Implemented intuitive touch controls, smooth animations, and optimized UI/UX**, ensuring seamless gameplay and a visually immersive experience.
- **Technologies Used:** Unity, C#, Unity Physics Engine, Blender.

Chess Move Shower   Feb 2025 - Feb 2025
Game Development Project

- **Created a chess move visualization system** to highlight **valid moves and enemy piece threats**, improving strategic decision-making for players.
- **Integrated real-time move highlighting and an interactive threat detection system**, dynamically marking capturable pieces in red.
- **Technologies Used:** Unity, C#, Object-Oriented Programming, Design Patterns.

Angry Birds Clone   Aug 2024 - Dec 2024
Game Development Project

- **Developed a 2D physics-based game** inspired by Angry Birds, featuring a **slingshot mechanism** for launching projectiles at destructible structures.
- **Implemented realistic physics interactions and progressive level design**, ensuring an engaging and strategic gameplay experience.
- **Technologies Used:** Unity, C#, Unity Physics Engine, Adobe Illustrator.