



# KUNAL M. JATEKAR

## Contact Details

**Address:**

301/3, Pitrubhavan, Plot No.104, Sector No.23, Juinagar, Navi-Mumbai, India.

**Phone:**

+918286909063

**Email:**

[jatekarkunal@gmail.com](mailto:jatekarkunal@gmail.com)

**LinkedIn:**

[kunal-jatekar-076205a8](https://www.linkedin.com/in/kunal-jatekar-076205a8)

**Portfolio:**

<https://kunaljatekar.github.io/>

## Skills

C#	●●●●●●●●●●●●●●
Java	●●●●●●●●●●●●●●
CSS	●●●●●●●●●●●●●●
HTML	●●●●●●●●●●●●●●
JavaScript	●●●●●●●●●●●●●●
C++	●●●●●●●●●●●●●●
Unity	●●●●●●●●●●●●●●
Flash	●●●●●●●●●●●●●●
Photoshop	●●●●●●●●●●●●●●
Illustrator	●●●●●●●●●●●●●●
Visual Studio	●●●●●●●●●●●●●●
Eclipse	●●●●●●●●●●●●●●
Maya	●●●●●●●●●●●●●●
SQL	●●●●●●●●●●●●●●
MySql	●●●●●●●●●●●●●●
Oracle	●●●●●●●●●●●●●●
Unreal Engine	●●●●●●●●●●●●●●

## Summary

Skilled Java Developer with 3+ years of experience in the full SDLC creating dynamic web and desktop applications. A Game Developer, seeking challenging and rewarding assignments in Gaming field with an organization of high repute and where I can acquire an opportunity, to learn and grow, and take my skill set to a whole new level.

## Experience

### Expensing Pvt. Ltd./ Sr. Software Developer

July 2016 - Present, Mumbai, India

- Worked as a senior product team leader to guide the team for improving the product functionalities and user experience.
- Responsible for overall development and design of their existing product and improving product functionality according to client requirement.
- Developing design pattern to create applications and writing sql queries. Responsible for mobile application design and development.

## Projects Undertaken

**Project Name:** ERFx (Electronic Request For X).

**Role:** Team Lead & Senior Software Developer.

**Environment:** Java, Spring Boot, Thymeleaf, HTML/HTML5, CSS, Javascript, Jquery, Mysql, Jboss and Maven.

**Project Details:** ERFx stands for Electronic Request For [x], where x can be Proposal (RFP), Quotation (RFQ), Information (RFI). Its a portal developed for buyers and suppliers for raising RFP's and RFX's events.

**Responsibilities:** Developing the overall architecture and functionality of the application. Participating in day to day client meetings and co-ordinating the CR's or requirements provided. Conducting weekly demos of the project progress to product managers. Responsible for overlooking entire deployment and merging operations carried out in the system according to clients requirements. Co-ordinating with the entire team to meet the deadlines efficiently. Cordinating with product managers to task allocation and effort estimation of new developments.

**Project Name:** TNE (Travel & Expense Management).

**Role:** Software Developer/Senior Software Developer

**Environment:** Java, Javascript, Jquery, Mysql, Jboss, Jenkins, Hibernate, CSS.

**Project Details:** TNE is widely used to capture daily & travel expenses occured by employees.

**Responsibilities:** Developing new functionality and fixing product issues. Participating in day to day client meetings and co-ordinating the CR's or requirements provided. Performing required intergrations for accounting and payment system. Cordinating with product managers to task allocation and effort estimation of new developments. Responsible for overlooking entire deployment and merging operations carried out in the system according to clients requirements. Co-ordinating with the entire team to meet the deadlines efficiently.

## Education

---

### Pillai's Institute of Information Technology – Degree

June 2015, Navi Mumbai, India

### Pillai's Polytechnic – Diploma

June 2012, Navi Mumbai, India

## Awards

---

- Got Key Innovator award for successfully implementing Google Map in Mobile App from company.
- Got Best Team Award for successfully deliver client requirements.
- Got Team Player and Going Beyond the Call of Duty award for successfully deliver client project.
- Got Doing what it takes for award for successfully deliver client project.

## Personal Work

---

### Battle Tank- January 2020 (Unreal Engine Game)

Battle Tank is a shooting game developed in Unreal engine 4, C++ AND Blueprint. The game is a simplified version of the Tank Shooter Game where you have to eliminate all the enemies in the environment for winning.

### Building Escape - November 2019 (Unreal Engine Game)

Building Escape is a simple 3D escape game that is developed in Unreal engine 4, C++ AND Blueprint. The game begins with the player locked in a room with no means of escape. He will get certain points/clues from which he has to figure out a way to escape from the room.

### Space Shooter 2D - May 2019 (Unity Game Engine)

Space Shooter is a shoot them up and an action pack "bullet hell" game. Where your mission is to shoot the enemy ships and win battles against big bad bosses and travel through the galaxy. Game is developed in Unity Game Engine.

### 2Cars Demo 2D - April 2019 (Unity Game Engine)

Control the red car and the blue car at the same time. Collect all the circles and avoid the squares on the road. It's a replica of 2 Cars which is on Play Store. Game is developed in Unity Game Engine.

### Zombie Shooter 2D - February 2019 (Unity Game Engine)

Zombie shooter is a 2D level base action shooter game. Objective is to eliminate the incoming zombies and other enemy and collect the coins as much as possible. Each level up gives you more power-ups.

### Tic-Tac-Toe 2D - December 2018 (Unity Game Engine)

Tic-tac-toe (also known as crosses or Xs and Os) is a paper-and-pencil game for two players, X and O, who take turns marking the spaces in a 3×3 grid. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row wins the game. Developed in Unity Game Engine.