



SARTHAK GAWARI

GAME DEV | UI/UX | DBMS

@Portfolio

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[in sarthak-shivaji-gawari](#)

Dhankawdi, Pune 411043

SKILLS

- JS CSS HTML (Vanilla)
- Figma
- Git & Github
- Unity Game Engine (C#)
- SQL (PostgreSQL, MySQL)
- Vuforia (AR & VR)
- SolidWorks (modeling and printing)

EDUCATION

2023-Present

PUNE INSTITUTE OF COMPUTER
TECHNOLOGY (PICT),
DHANKAWDI

- 3rd Year IT Student (B.E.)
- SGPA: 7.602

2021 -2023

D.Y. PATIL JUNIOR COLLEGE,
SHAHUNAGAR

- Physics | Chemistry | Maths | IT |
Geography
- Result : 72.5%

2011 -2021

PIUS MEMORIAL HIGH SCHOOL,
WAKI CHAKAN

- Maharashtra Board
- 10th Result : 90%

PROFILE SUMMARY

Passionate Game Developer and UI/UX enthusiast with strong expertise in database management. Proven ability to design, develop, and deploy full-scale projects from concept to completion. Seeking a challenging role to leverage my skills in Unity, front-end development, and SQL to create engaging user experiences and robust data-driven systems.

WORK EXPERIENCE

GameDevUtopia

PRESENT

Coding Head

- Leading and Managing the Coding Department of the only GameDev Club in PICT.

PROJECT EXPERIENCE

GameDevUtopia X Pictorial

[\(LINK\)](#) 2025

KaalChakra -2D Game

- **Worked on:** core prototype, physics and UI, scalable/remappable controls, and volume settings.
- **Learned:** modular system setup, player input systems, and UI implementation.

PERSONAL PROJECTS

Colour Extractor

[\(LINK\)](#) 2025

Website

- **Worked on:** End-to-end design and development of an interactive web tool that extracts color palettes from user-uploaded images. Implemented a magnifier lens for precise pixel selection, real-time RGB/HEX code display, and a saved palette system.
- **Learned:** Advanced DOM manipulation, canvas API for pixel data extraction, and creating intuitive, user-centric UI/UX for utility applications.

SOFT SKILLS

- Problem-Solving
- Analytical Thinking
- Adaptability
- Attention to Detail
- Time Management
- Team Collaboration

CERTIFICATION

- Git / Github - **Le Wagon**
- Solidworks - **PICT**
- MySQL - **GreatLearning**
- PostgreSQL - **SimpliLearn**
- Vuforia AR/VR - **CDAC ACTS**

LANGUAGES

- English : Fluent
- Hindi : Fluent
- Marathi : Fluent

Realistic Car Controller - Unity 3D Asset

[\(LINK\)](#) 2025

Self-Driven Project | Under evaluation for Unity Asset Store

- **Worked on:** Developed a high-fidelity vehicle physics system simulating torque curves, manual/automatic transmission, and drift mechanics. Integrated a functional dashboard UI with working gauges and implemented layered audio systems for engine and turbo sounds.
- **Learned:** Complex physics modeling, the asset store publication pipeline, and creating publisher-ready, well-documented code for other developers.

Tic Tac Toe Ultimate - Unity UI Game

[\(LINK\)](#) 2025

Solo Project

- **Worked on:** Created a fully UI-driven game within Unity, building custom interactive components from scratch. Engineered the game state logic, win-condition checks, and a responsive layout system for a clean and modern interface.
- **Learned:** Advanced Unity UI system mastery, architecting robust state machines for game logic, and principles of minimalist design.

Block Blocker - Unity 2D Game

[\(LINK\)](#) 2024-2025

Solo Project (GameJam Winner)

- **Worked on:** Designed and developed a complete 2D arcade game from concept to deployment. Implemented the core gameplay loop, intuitive touch controls, dynamic difficulty scaling, and a polished user interface.
- **Learned:** Solo end-to-end game development, the importance of game feel ("juice"), and techniques for balancing difficulty to maximize player engagement.

Financial Data Analysis & Risk Management System

[\(LINK\)](#) 2025

Solo Project SQL Database Suite

Project Description:

A portfolio of three specialized relational database systems, each designed to solve a distinct financial data challenge: transaction security, credit scoring, and investment tracking.

Worked On:

1. Bank Transaction Analyzer (MySQL): Built a normalized schema for payment data and wrote sophisticated JOIN and GROUP BY queries to detect anomalous transaction patterns for real-time fraud monitoring.
2. Loan Risk Assessment Engine (MySQL): Developed a scoring algorithm within SQL using CASE statements and weighted aggregates to evaluate applicant risk and automate approval/rejection workflows.
3. Portfolio Tracker (MySQL): Engineered a database to model time-series stock data, utilizing VIEWS and aggregate functions to compute real-time profit/loss and visualize sector exposure for investors.

Key Achievements:

1. Demonstrated Versatility: Designed three optimized database architectures for separate, complex problem domains within finance.
2. Maintained High Performance: Achieved <200ms query response times across all systems, even with datasets exceeding 10,000 records.
3. Drove Data-Driven Decisions: The risk model reduced hypothetical default rates by 22% by effectively identifying high-risk loan applicants through SQL-based filtering.