

Tejas Bendkule

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EDUCATION

PUNE INSTITUTE OF COMPUTER TECHNOLOGY

Bachelor of Engineering
Major in Computer Engineering
CGPA: 7.94/10

Pune, MH
March 2020 - March 2024

TECHNICAL SKILLS

Programming Languages: C++, C#, PHP, Javascript, Java
Tools And Frameworks: Github, React, Unity 3D
Languages: English [Fluent], Hindi [Fluent], Marathi [Native]

WORK EXPERIENCE

WISDMLABS

Software Engineer

Pune, MH
June 2024 - Present

- Delivered **6-7 client projects**, ensuring high-quality WordPress development and on-time execution.
- Led 10+ client meetings**, gathering requirements and providing **technical consultations** that resulted in custom web solutions.
- Improved Core Web Vitals by **20-30%** using **New Relic**, debugging, and **performance optimizations**.
- Programmed **10+ WordPress themes/plugins** with **PHP, SQL, and JavaScript**, improving scalability and maintainability.
- Built 5+ custom eCommerce and LMS solutions** using **WooCommerce, LearnDash, and RESTful APIs**, enhancing functionality and user experience.
- Enhanced site speed by **12%** through database optimizations and query performance improvements.

APPY MONKEYS SOFTWARE PVT, LTD

Game Programmer Intern

Bangalore, KA
July 2023 – August 2023

- Co-developed **AI systems** for NPCs, implementing **decision-making algorithms and combat interactions** for realistic behavior.
- Optimized **A* pathfinding**, reducing computation time from **24ms to 4ms** using a **heap-based data structure**, resulting in a **25+** gain in FPS.
- Participated in **10+ playtesting sessions**, identifying and resolving **gameplay issues and bugs**, improving overall **game stability and experience**.

PROJECTS

Blockchain-Based Healthcare Document Security System

- Created a **decentralized system** for secure storage and verification of healthcare documents, preventing fraud and unauthorized access.
- Implemented **Solidity smart contracts** to ensure data immutability and controlled access.
- Integrated **IPFS** for encrypted off-chain storage, cutting on-chain costs by approximately **50%** while maintaining security.
- Used MetaMask for authentication and transaction signing, ensuring secure user access.
- Designed the frontend with **React and Node.js**, enabling seamless document submission and retrieval.
- Utilized Ganache for local blockchain development and testing**, catching and resolving **90% of smart contract issues** before deployment.

Online Multiplayer FPS Game – Unity with Photon Framework

- Engineered** multiplayer networking using **Photon**, implementing a **player-hosted server architecture** that reduced matchmaking latency to **<100ms** in optimal conditions.
- Synced player stats, animations, and leaderboard data over the network.
- Improved the **weapon and projectile system** adding **impact detection, and damage calculation**.
- Designed and integrated **UI elements**, including **menus, HUD, and in-game notifications** for an engaging user experience.

ACTIVITIES

Unity Head - Game Dev Utopia Club

Head of Events

Pune, MH
March 2022 – March 2023

- Conducted **6+** Unity 3D sessions for junior members of Game Dev Utopia and organized the club's annual event.