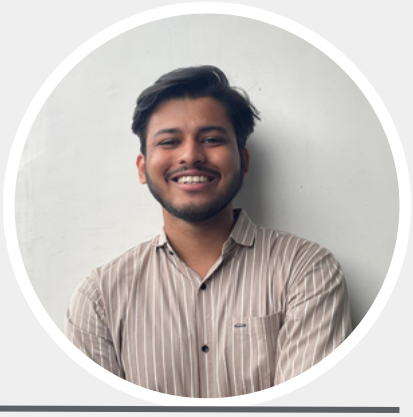
ADITYA PATEL

Computer Engineering Student | Unity Developer



OBJECTIVE

Aspiring Unity Developer and Computer Engineering student with practical experience in developing 3D visualizers, WebGL-based applications, and physics-driven game prototypes. Eager to apply skills in Unity, C#, and problem-solving to deliver engaging, interactive solutions. Seeking opportunities to contribute to innovative projects in game development or simulation technologies while continuously learning and adding value to the team.

EDUCATION

Bachelor of Technology (B.Tech) in Computer Science and Engineering – Institute of Advanced Research, Gandhinagar (CGPA: 6.0, Ongoing)

INTERNSHIP

Unity Developer Intern – Xavrok Tech Pvt. Ltd.

- Developed a browser-based 3D cargo visualization tool using Unity and WebGL.
- Implemented a custom box-filling algorithm, real-time 3D visualization, and interactive HTML/JavaScript controls.
- Deployed the simulation on a local server for independent use outside the Unity Editor.
- Gained hands-on experience in Unity, C#, and cross-platform deployment.

PROJECTS

Rocket Boost – Physics-Based Game (Unity)

- Developed a 2D physics-based game, Rocket Boost, in Unity/C#, featuring a modular architecture to manage core gameplay, including precise Rigidbody control for rocket movement and collision detection.
- Implemented a robust progression system utilizing PlayerPrefs to store high scores, persistent progress, and checkpoint data.
- Successfully incorporated dual difficulty modes (Cosmic Route/Black Hole), which dynamically alter gameplay mechanics such as checkpoint availability and introduce advanced physics challenges like shifting gravitational pull.

LOCATION

Mumbai, India.
Gandhinagar, India.

CONTACT

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SKILLS

Professional

Unity Developer
(Proficiency - Begginer)
C# Language
(Proficiency - Begginer)

Personal

Event Management
Leadership
Video Editing
Online Games

LANGUAGES

- English – Fluent
- Hindi – Fluent
- Gujrati – Fluent
- Marathi - Beginner