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 Prototype Game (Unity)

- Designed and developed a 3-level prototype game featuring physics-driven rocket controls, collision systems, and dynamic environments.
- Implemented Rigidbody-based thrust and rotation mechanics with Unity's new Input System.
- Integrated particle effects, audio, scoring, and scene management to ensure smooth gameplay and progressive difficulty.

LOCATION

Mumbai, India.
Gandhinagar, India.

CONTACT

+91-8108056494
ajpatel083@gmail.com

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