

ARPIT GAGLIYA

Unity Game Developer

PROFILE SUMMARY

I have recently cleared my diploma in Information Technology at L.E. College, Morbi, with a strong passion for Unity game development, AR/VR technologies, and emerging tech stacks. Proficient in Unity, C/C++, C#, Java, Python, HTML, and Object-Oriented Programming, with a solid foundation in game development and familiarity with engines like Unreal and Godot. Knowledgeable in database management (SQL, DBMS) and experienced with version control tools like Git and GitHub. Seeking an internship or entry-level role in Unity game development to apply and enhance technical skills.

CONTACT

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EDUCATION

2022 - 2025

L.E COLLEGE DIPLOMA - MORBI

- Diploma (Information Technology)

2021 - 2022

ASHWAMEGH SECONDARY &
HIGHER SECONDARY SCHOOL

- SSC (Secondary School Certificate)

SKILLS

- Unity
- C#
- C language
- C++
- Python
- OOP
- DBMS
- Java

LANGUAGES

- English
- Hindi
- Gujrati

WORK EXPERIENCE

Diffiter technologies summer intern 06/2024 - 08/2024

- Completed a summer internship at Diffiter Technologies, where I gained foundational knowledge of the Unity game engine, including scripting and programming in C#.
- Developed practical skills by creating projects such as a Banking System application in Unity and beginner-level games like Flappy Bird.

Diffiter technologies summer intern 05/2023 - 06/2023

- Completed a summer internship, gaining insights into IT company operations and industry basics, along with foundational knowledge of C and C++ programming and their use cases.
- Enhanced logical thinking by creating programs such as calculators for SIP, Lumpsum, and banking numbers, as well as systems like a Torrent Power billing application.

PROJECTS

Flappy Bird

- A 2D game where the player controls a bird by clicking or tapping to navigate through pipes. The game includes collectible coins placed in the path. When the bird collides with a coin, the coin is collected, and the score increases accordingly.

Cubethon Game

- Cubethon is a simple Unity game where a player controls a cube that moves forward, left, and right on a path using Rigidbody physics and colliders. The cube's movement is physics-based, giving it realistic motion. If the cube collides with another cube (obstacle), the game ends and a restart. If the player successfully reaches the end of the path without hitting any obstacles, a winning panel is displayed.

Banking System

- An application that allows users to access banking features by entering their account number. Features include cash debit and credit, account balance inquiry, and other similar operations for basic banking functionality.

Color Blast Puzzle

- A level-based Unity puzzle game where players match 3 or more colored blocks to clear the grid and reach target scores within a time limit. Features include progressive difficulty, dynamic grid scaling (4x4 to 6x6), deadlock detection with auto-shuffle, level unlocking logic, animated UI panels (pause, win, lose), and a polished block pooling system for performance.