

BHAVYA PAREKH

Unity Developer



SUMMARY

A results-driven Unity Developer with proven expertise in creating cutting-edge and immersive digital experiences. Proficient in programming language such as C#, coupled with expertise in utilizing Unity for the development of interactive AR and VR. Possesses a strong foundation in 3D modelling and animation, bringing creative designs to life, collaborating seamlessly with cross-functional teams of designers and artists.

WORK EXPERIENCE

Unity Developer, Plutomen Technologies Pvt. Ltd

December 2023 - Present

- Designing, developing, and implementing immersive AR experiences for mobile devices using Unity, incorporating realistic 3D models, animations, and visual effects.
- Leveraging ARKit (iOS) and ARCore (Android) to create seamless integrations with real-world environments, enhancing the overall user experience.
- Creating intuitive and user-friendly interfaces for AR applications, ensuring smooth and engaging user interactions.

Flutter Developer Intern, Raven Technolabs

May 2022 - June 2022

- Assisted in designing, developing, and maintaining Flutter-based mobile applications for Android and iOS.
 - Translated design wireframes into high-quality code, ensuring responsive and visually appealing user interfaces.
 - Identified and resolved bugs, and optimized app performance for speed and responsiveness.
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PROJECTS

Fuse Replacement (VR)

- Upgraded and migrated a VR project for fuse replacement from Oculus Rift to Meta Quest 2, ensuring compatibility and enhanced performance.
- Enhanced user experience by optimizing graphics and interactions for the Meta Quest 2, leveraging its advanced capabilities.
- Conducted thorough testing and debugging to ensure a seamless transition and high-quality user experience on the new platform.

Bathroom Vanities (AR)

- Created an AR app using AR Foundation for Android and iOS, allowing users to visualize and customize bathroom vanities in augmented reality.
- Enabled accurate placement and relocation of virtual vanities, integrated image tracking for seamless placement, and added material customization for user preferences.
- Optimized the AR app for realistic visualization and interaction, providing users with a dynamic and engaging way to design their bathroom spaces.

Cybernetic Warfare

- Built a multiplayer first-person shooter game in Unity using Photon PUN, supporting real-time online gameplay.
 - Designed and implemented three distinct maps, providing varied gaming experiences.
 - Enabled up to 8 players to join and compete in a single room, ensuring smooth and engaging multiplayer sessions.
 - Focused on performance optimization and seamless network synchronization to deliver a high-quality gaming experience.
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SKILLS

- **Languages:** C/C++, C#, Java, Python, HTML, CSS/Tailwind CSS, Dart
 - **Tools:** Unity, VS Code, Android Studio, Visual Studio
 - **Framework:** AR Foundation, Bootstrap, Flutter
 - **Libraries:** ARCore (Android), ARKit (iOS)
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EDUCATION

Bachelor of Technology in Information Technology Charotar University of Science and Technology CGPA: - 9.37	JUL 2020 – MAY 2024
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Standard 12 Bright English Medium School Percentage: - 70%	JUN 2018 – MAR 2020
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Standard 10 Bright English Medium School Percentage: - 86%	JUN 2017 - MAR 2018
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CERTIFICATIONS

- **Udemy**
 - The Ultimate Guide to Game Development with Unity (official)
 - Learn To Create an Online Multiplayer Game in Unity
 - Flutter & Dart – The Complete Guide [2023 Edition]
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INVOLVEMENT & CO-CURRICULAR ACHIEVEMENTS

- Mobile Application Developer for GDSC Charusat.
- Painter - Amateur Dramatic Club.
- Winner of Skit and One Act Play in Cultural Fest.
- Coach of the runners up girls cricket team in Annual Sports Fest.