GOHIL DHARMIKBHAI GHANSHYAMBHAI

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SUMMARY

Dynamic IT student specializing in game development, proficient in C# and experienced in Unity. Strong foundation in UI/UX design and project management, with 30+ GitHub repositories showcasing 10 standout projects. Recognized for problem-solving, leadership, and teamwork. Passionate about immersive gameplay and dedicated to continuous learning in the gaming industry.

MEGA PROJECTS

Flappy Bird Game (Unity) https://github.com/DharmikGohil013/Floppy-Bird-Game

MAY 2024 - SEP 2024

• Developed an individual replica of the classic Flappy Bird game using Unity and C#. Focused on implementing game mechanics, collision detection, and user interface design.

Unity Learn Prototypes 1-3 https://github.com/DharmikGohil013/Unity-Prototype-1-2

JUN 2024

 Created individual prototypes in Unity, focusing on core game mechanics and asset management to enhance game development skills.
Feb 2021 - Dec 2022

Campus Admin Pro (Java) https://github.com/DharmikGohil013/Unity-Prototype-1-2

Built a Java-based system to manage student data and admin tasks.

EXPERIENCE

Web Development Intern

DEC 2023 - FAB 2024

• Technook (Online) Completed a 3-month online internship focused on web development.

EDUCATION

Bachelor of Technology in Information Technology

• Charotar University of Science and Technology (CHARUSAT)

JUL-2023 - JUL-2027

· Currently in 2nd Year

SKILLS

- C# Programming
- UI and UX Design
- Canva
- Java Development
- Management Skills
- Problem-Solving
- · Self-Directed
- Unity Development
- C# Programming
- C/C++ Development
- Leadership

ACHIEVEMENTS

1st Rank in Code Ride Clash

Secured 1st place in a coding competition organized by Creative Institute in 2023.

JUN-2023

C# (HackerRank)

Earned a beginner certification in C# programming, establishing foundational coding skills. MAY-2024

Code-A-Thon

Participated in a competitive coding event, showcasing problem-solving skills.

SEP-2024

Bharat Blockchain Yatra for Web 3

Participated in a Web 3 initiative at Charusat University, exploring blockchain technology. JAN-2024

LEARNING

Unity (Beginner Level)

Completed a summer course in Unity, acquiring basic game development skills.

C and C++ (Professional Learning)

Studied C and C++ programming at Creative Institute of Designing, enhancing coding skills.