

DHARMIK GOHIL

7, Dharma Nandan Bungalows, Katargam, Surat, Gujarat, 395004

📞 +91 9624105887

✉️ dharmikgohil395003@gmail.com

LinkedIn: linkedin.com/in/dharmikgohil086

Github: github.com/DharmikGohil013



www.dharmikgohil.art

EDUCATION

Charotar University of Science and Technology [CHARUSAT University]

JUN 2023 - JUN 2027

- Bachelor of Technology in Information Technology Currently in 3rd Year.

SKILLS

- Languages** C#, MERN Stack
- Game Development Tools** Unity (2D/3D), AR Foundation, XR Interaction Toolkit, Photon Networking, Unity AR & VR (Oculus, Android), Lighting & Baking
- Web Technologies** ReactJS, NodeJS, REST APIs
- Technologies/Frameworks** Git, GitHub, GitHub Actions, Unity Version Control (Plastic SCM)

EXPERIENCE

- Ahura Technoshoft LLP** AR/VR & Game Developer (On Site) May 2025 - July 2025
DESIGNED CLEAN, USER-FRIENDLY INTERFACES FOR WEB AND MOBILE APPS. CREATED WIREFRAMES AND PROTOTYPES, IMPROVED USABILITY, AND COLLABORATED WITH DEVELOPERS FOR SMOOTH IMPLEMENTATION.
- IIT Bombay TechFest** Game Development Workshops Dec 2024
CONDUCTED A GAME DEVELOPMENT WORKSHOPS AT IIT B, WHERE I BUILT A MARIO GAME USING C# AND UNITY.
- TechnoHacks EduTech Official** UI/UX Designing Feb 2023 - March 2023
UI/UX DESIGN INTERN AT TECHNOHACKS EDUTECH, CREATING INTUITIVE AND ENGAGING USER EXPERIENCES.

PROJECTS

- AR/VR Real Estate Walkthrough** | Unity, C#, AR Foundation, XR Toolkit May–Jun 2025
DEVELOPED AN IMMERSIVE WALKTHROUGH FOR EXPLORING FLATS, LOBBIES, AND AMENITIES IN AR/VR. INTEGRATED DYNAMIC FLAT SELECTION UI, TELEPORTATION, BAKED LIGHTING, AND REAL-TIME MOBILE DEPLOYMENT FOR ANDROID AND IOS PLATFORMS.
- Unity–Flutter AR Plugin Integration** | Unity Flutter widget Jul 2025
BUILT A HYBRID MOBILE AR APP BY EMBEDDING UNITY SCENES INTO A FLUTTER APPLICATION. IMPLEMENTED GESTURE SUPPORT, PLUGIN COMMUNICATION, AND REAL-TIME 3D OBJECT LOADING USING .GLB MODELS.
- Mavericks Battleground-The War Zone** | Unity, C#, Photon, 3D Dec 2024 - Current
A FAST-PACED MULTIPLAYER BATTLE ROYALE GAME BUILT USING UNITY AND PHOTON FOR SEAMLESS REAL-TIME GAMEPLAY AND NETWORKING.
- Super Mario** | Unity, C#, 2D Dec 2024
A MODERN RECREATION OF THE CLASSIC SUPER MARIO GAME, DEVELOPED IN UNITY WITH PRECISE PLATFORMING MECHANICS AND SMOOTH ANIMATIONS.
- Flappy Bird Game** | Unity, C#, 2D Jun 2024
A LIGHTWEIGHT AND ENGAGING ENDLESS RUNNER GAME INSPIRED BY FLAPPY BIRD, FEATURING PHYSICS-BASED MOVEMENT AND CHALLENGING OBSTACLES.
- Fit Sync For Odoo X CHARUSAT Hackathon** | Flutter, MERN Stack, Python Feb 2025
A HEALTH AND FITNESS TRACKING PLATFORM INTEGRATING AI-POWERED ANALYTICS FOR PERSONALIZED RECOMMENDATIONS, BUILT FOR THE ODOO X CHARUSAT HACKATHON.
- SafaiNova For Blinkit Hackathon** | Next JS, MERN Stack, Python, TensorFlow Mar 2025
AN AI-DRIVEN WASTE MANAGEMENT SYSTEM UTILIZING MACHINE LEARNING TO OPTIMIZE RECYCLING AND SUSTAINABILITY EFFORTS, DEVELOPED FOR THE BLINKIT HACKATHON.

ACHIEVEMENTS

- 1st Winner in “Hack A Vation”** – Gaming Development Hackathon Fluffy Bird Dec 2024
- 1st Rank in “Code Ride Clash” At CDMI [C, C++]** – Demonstrated strong coding skills Jun 2023
- Odoo x CHARUSAT** – Secured 9th Rank among Final Teams for Innovative Solutions Feb 2025
- Code-A-Thon at Darshan University** – 4hr Instant Hackathon Jul 2024
- Blinkit Hackathon at ADY Patil College** – 24hr Challenge on Real-Life Blinkit Issues March 2025

LEADERSHIP & EXTRACURRICULAR ACTIVITIES

Led 5 Hackathons, guided a team task, and built 5 smart hackathon ideas for Odoo.