JEEL RUPAPARA

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🧠 About Me

I'm Jeel Rupapara, a developer, entrepreneur, and storyteller from Surat with a passion for building immersive digital experiences. Whether it's crafting sleek UIs with React or creating emotional narratives through games, I blend creativity with code in everything I do.

By day, I master web and game technologies. By night, I co-run a growing fashion showroom that funds my entire college journey. My dream? To build and contribute to games that leave an emotional impact — and to someday lead a studio that builds worlds people live in.

🕹️ Game Development

From the age of 4, I've been obsessed with games — not just playing them, but understanding their soul. Now, I'm bringing those dreams to life by working on:

- **Game Engines**: Unity (2D/3D), Godot (experimentation), Unreal (basics)

- **Game Logic & Mechanics**: Player controls, collision systems, object interactions

- **Design Thinking**: Worldbuilding, character arcs, level flow, gameplay loops

- **Storytelling**: Writing high-concept original IPs (e.g., *Tri-Netra*) with lore-rich universes

- **Current Goal**: To contribute to AAA titles like GTA VII, gain top-tier industry experience, and then launch my own game studio

🛠️ Skills

- **Frontend**: HTML, CSS, JavaScript, React.js, Three.js, Tailwind, Barba.js

- **Backend**: Node.js, Express.js, MongoDB, MySQL

- **Programming**: Python, Java, C, C++, Kotlin, PHP

- **UI/UX & Tools**: Figma, Adobe XD, FlutterFlow, Git, VS Code

- **Game Dev**: Unity, Godot, GDScript, Unreal basics, Asset Integration

💼 Projects & Ventures

Tri-Netra (Original Game + Comic IP)
A universe that blends myth, sci-fi, and identity. Currently in development as both an animated story and an interactive game. Includes lore, scriptwriting, gameplay design, and concept art direction.

3D Developer Portfolio
Crafted using React Three Fiber, GSAP, and Barba.js to showcase skills and creativity. Features dynamic transitions and 3D scenes reflecting my journey and goals.

Radhe Fashion Showroom (Surat)
Co-founded a fashion business from the ground up. Oversaw design curation, sales strategy, and marketing. Revenue covers personal education and tech investment.

🎯 Career Goals

- Break into top AAA studios and work on major global IPs
- Build strong network and reputation in the game dev industry
- Launch an indie studio focusing on culturally-rooted, globally appealing games
- Inspire creators from small towns to think big and build louder

🎓 Education

Diploma in Computer Engineering (Final Year)
Govt. Polytechnic, Gujarat
Direct-to-Degree Path | Self-Funded | 2023–2025

🏵 Tagline

"I'm not just building apps or games. I'm building the future my people can be proud of."