

Gaurav Bhardwaj

Unity3D | Application & Game Development | Virtual Reality

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[gauravzdre.github.io](https://github.com/gauravzdre)

EXPERIENCE

Bigthinx Software Pvt. Ltd. , Bengaluru — Unity 3D Developer

April 2018 - July 2019

- Developed character clothing systems for multi-layered clothes. Also worked scripts for runtime operations on humanoid rigs.
- Worked heavily with CDN delivered AssetBundles and graphics
- Created application wide UI, including dynamic content.
- Handled the entire project, integrating various services for IAPs, Analytics, User Management and Authentication using Firebase, AWS, Appsflyer.
- Wrote native Android plugins in Java for integrating with the Unity application.
- Porting of the application to iOS from Android. Also oversaw WebGL versions.

EDUCATION

Maharaja Agrasen University, Solan — Bachelor of Technology

2014 - 2018

Victoria Royale Public School, Baddi - 10+2

2014

PROJECTS

Java Game Engine - Game Engine Framework

- Fairly Complex Render Engine with Lighting, Normal Maps and Shader Parser.
- Terrain Generation by using Height Maps, Blend Maps and MultiTexturing.
- Terrain Collision.
- <https://github.com/Gauravzdre/Java-Game-Engine>

SKILLS

Languages: C#, Java, C++

Engines & Frameworks:

Unity3D, Unreal Engine, GameMaker Studio, OpenGL

Platforms: Android , IOS, VR, AR, WebGL

Tools: Audacity, Photoshop, Blender

AWARDS

Smart-India Hackathon 2017
Finalist.