GAUTAMKUMAR M. ROJASARA

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EDUCATION

- **Lukhdhirji Engineering College – Morbi,** Bachelor of Engineering in Information Technology branch with 6.85 CGPA, 2016 – 2019.

- **Balaji Institute of Engineering and Technology – Junagadh,** Diploma Study in Information Technology branch with 9.26 CGPA, 2013 – 2016.

PROFESSIONAL EXPERIENCE

- **04/2022 to present** Unity Developer at InTechual Solutions

- **03/2021 to 03/2021** Junior Unity Developer at InTechual Solutions

- **11/2020 to 02/2021** Unity Developer (Intern) at InTechual Solutions

PROJECT

Rock-Paper-Scissor
- It is a multiplayer game using Photon, with ad-mob, IAP, and leader board APIs.
- Creating realistic background effects & different hands according to theme
- Panel for Missions & Stores
- The user can register via Facebook, Gmail, or as a guest. Daily Spin wheel.

Cut & Hologram effect
- The app is based on augmented reality.
- In this app, 3D models are shown as holograms on mobile devices. Fetch all data from assets bundle.
- Cut the model using a plane when the user wants to see inner details of the 3D model.
- Change the 3D model into a hologram effect to make all inner details visible.
- You can also zoom and rotate the object when using the cut and hologram effect.

House Modification System
- This app is similar to Roblox's Adopt Me Game House Editor.
- The user can alter rotations, positions, and colours. Change the wall and floor textures as well, and save all the data for the modified or existing house for when you log in again. All data is stored in the cloud with addressable bundles.
- Register and log in using the API.

Xana-Builder (web.xana.net)
- This desktop application lets you construct your own world out of pre-existing objects like roads, buildings, vehicles, trees, billboards, etc.
- Created a map store in JSON and used the server API to publish it to all users.
- Users can also test maps they have created and published themselves. However, users can edit their own maps.
- User can also attach gamification components of each object like, Collectible, Rotatable, Audio, Portal/Warp, Ninja, Throw Things, etc.
- The user can also change the position, rotation, scale, and colour of each object & also setup skybox as per user want.
- The same as in a Unity scene, the user can set the hierarchy of objects.

Presentation for Event
- This is used for events where a number of people attend and the event host presents some documents (in PDF format), photos, and a YouTube video to each client.
- This application shares data with all of its clients via the Photon Network.

Stardust Metaverse (thestartdust.life)
- This is a desktop application for Mac and Windows. Working in diverse environments, such as a gallery featuring interactive kiosks, paintings, holograms, and images and models for exhibition. VIP rooms in the arena.
- with text and voice chat for multiple users. (Agora SDK for voice chat and Photon for text chat)
- Use Moralis SDK to connect the Metamask wallet as well.
- All information is provided via addressable assets and backend APIs.
- Day and Night sky environment cycle using Time.

Xana-App (https://play.google.com/store/search?q=xana&c=apps)
- User can test existing & user created worlds (XANA builder worlds)
- Gamification components integration
- Assets integration from builder
- IKIHAYA optimisation

Elevare Club Metaverse
- This is an WebGL app.
- In this app user connect with others user & chat with them & also video call option with screen share functionality.
- Multiplayer using Photon SDK, Voice chat ,Screen Share & video call using Agora SDK.
- Also generate link for invite friend with current room join.

Ocean Surfer (https://play.google.com/store/apps/details?id=com.ocean.surfer)
- This is an Android App. This app like a Subway Surfer
- User can play this Game on water & Underwater using Skis & Submarine.
- Integrate SDK like Google AdMob, Facebook Login, IAP, etc.

- User also collect trophy, coins, powerups, etc. Also complete challenges & missions. Get rewards as per completion.
- Spin wheel provided.

SKILLS & TOOLS

- **Intermediate:** C#, HTML/CSS, Adobe Illustrator, Adobe Photoshop
- **Unity3D:**
    - API integration
    - Firebase, Facebook, Google SDK integration
    - Multiplayer with Photon
    - Ad mob & In-App Purchase integration
    - Assets Bundle & Addressable Assets
    - Vuforia, Agora, Photon Network, AR Foundation, etc.