

My Portfolio

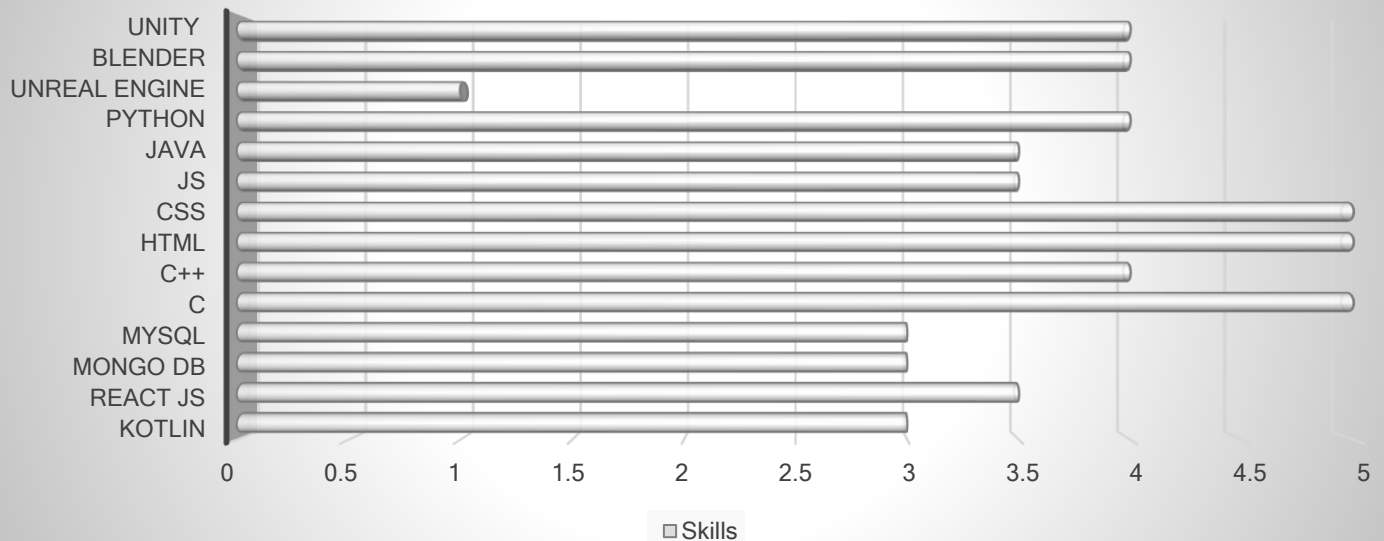


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Education

SR. NO.	EXAMINATION PASSED	BOARD / UNIVERSITY	MONTH & YEAR OF PASSING	PERCENTAGES
1.	S.S.C.	G.S.H.S.E.B.	MARCH-2020	73.83 %
2.	H.S.C.	G.S.H.S.E.B.	MARCH-2022	62.46 %
3.	B.E. (Computer Engineering)	KSV	2022-2026	Current: SPI-8.13 / CPI-8.41

Skills



INTERNSHIPS	DOMAIN	EXTRA COURSE & SEMINARS ATTENDED
Balkrishna Technology	Full Stack	Swayam course in Python Programming
1stop	Android Development	Google Cloud Community Day event Attended
Prodigy Infotech	Frontend Development	TCS iON Professional Course
Code Soft	Frontend Development	TATA Forage course
Bharat Intern	Frontend Development	Other 22+ Certification. (All are in my LinkedIn)

Projects

❑ Developing a research project for “Indian Government in Game Development”

- **Title:** - “Awareness on kitchen waste”
- **Technology Used:** - Unity, Blender
- **Team size:** - 3
- **Role in project:** - Team leader, Game Designer
- **Duration:** - 2.5 months
- **Description:** - It crates awareness of kitchen waste and plastic waste in people by playing games which we developed.

❑ Developed a Game

- **Title:** – “Rocket Boost”
- **Technology Used:** – Unity
- **Team Size:** – 1 person
- **Role in project:** – Developer
- **Duration:** – 5 Days
- **Description:** Rocket Boost is a fun physics-based game where players control a rocket and carefully boost it from one point to another. Each level brings new challenges, requiring precise control, timing, and strategy to navigate obstacles and reach the goal.

❑ Developed a Game

- **Title:** – “Cube Runner”
- **Technology Used:** – Unity
- **Team Size:** – 1 person
- **Role in project:** – Developer
- **Duration:** – 3 Days
- **Description:** Cube Runner is a fast-paced 3D game where you dodge incoming cubes to survive as long as possible.

❑ Developed a Game

- **Title:** – “Target Hitter”
- **Technology Used:** – Unity
- **Team Size:** – 1 person
- **Role in project:** – Developer
- **Duration:** – 1 Days
- **Description:** - Target Hitter is an aim-and-shoot game where you hit stationary targets to score points and test your accuracy.

❑ Developed Assets of Games

→ **Technology Used:** – Blender

→ **Assets:**

- Character for Kitchen Waste Awareness: Restaurant and Home Appliances (Tables, Flowers + Vase, Chairs, Kitchen Platforms (stove, microwaves), Spoons, Many Food Items, Plants, Bowl, Pot, Mixtures, Pasta Machine, Lamps, Hand Gloves, Some Plastic waste like Can, Bottle, Polli thin and more...
- Chemistry Lab Items: Beaker, Burner, Chair, 4 type of Flasks, Glass Container, Glass Container with stand, Test Tubes, Test Tubes with stand, Lab Scene.

❑ Developed Game

- **Title:** – “Obstacle Dodge”
- **Technology Used:** – Unity
- **Team Size:** – 1 person
- **Role in project:** – Developer, Designer
- **Duration:** – 3 Days
- **Description:** It is a thrilling arcade game where players must keep moving forward while dodging obstacles on the ground, falling from above, rushing toward them, and shifting around. Along the way, collect coins to boost your score and challenge yourself to see how far you can survive!

❑ Developed Brick Breaker Game

- **Title:** – “Brick Breaker”
- **Technology Used:** – HTML, CSS, JS.
- **Team Size:** – 1 person
- **Role in project:** – Developer
- **Duration:** – August 2024
- **Description:** - A simple arcade game where a ball breaks bricks using a paddle.

❑ Developed Tic-Tac-Toe Game

- **Title:** – “Tic-Tac-Toe”
- **Technology Used:** – HTML, CSS, JS.
- **Team Size:** – 1 person
- **Role in project:** – Developer
- **Duration:** – 1 Days
- **Description:** - It uses to play popular childhood game.

Projects

❑ Developed web application for college – “chatbot”

- **Title:** – “Campus Genie”
- **Technology Used:** – HTML, CSS, Python, Flask, MongoDB.
- **Team Size:** – 4 persons
- **Role in project:** – Team leader, Main Developer
- **Duration:** – 4 months
- **Description:** – It helps students to solve their queries regarding college and for finding faculties.

❑ Developed Web Application in Google’s Biggest Hackathon of Agentic AI Day.

- **Title:** - “Finvanni”
- **Technology Used:** - Firebase Studio
- **Team size:** - 3
- **Role in project:** - Team leader, Main Developer
- **Duration:** - 36 Hours
- **Description:** - This project is a smart finance guide that helps users track expenses, analyze spending, and get insights for better money management. It simplifies financial decisions and supports smarter saving and planning.

❑ Developed web page in Techathon at Adani Institute

- **Title:** – “Food Loss Prevention system”
- **Technology Used:** – HTML, CSS, JS
- **Team Size:** – 5 persons
- **Role in project:** – Main Developer
- **Duration:** – 24 hours
- **Description:** – It shows the availability of food.

❑ Developed website in Heckathon

- **Title:** – “Medq”
- **Technology Used:** – HTML, CSS, JS, React.
- **Team Size:** – 5 persons
- **Role in project:** – Developer
- **Duration:** – 1 months
- **Description:** – It helps the patient to find beds and book appointment with doctor.

❑ Developed medical website of 15 pages

- **Title:** – “MediCare”
- **Technology Used:** – HTML, CSS, JS, Bootstrap, React JS.
- **Team Size:** – 1 person
- **Role in project:** – Developer
- **Duration:** – 3 Days

❑ Developed Music Player App

- **Title:** – “Music Player App”
- **Technology Used:** – Kotlin, Android
- **Team Size:** – 1 person
- **Role in project:** – Developer
- **Duration:** – February - March 2025
- **Description:** - A feature-rich Android music player that offers seamless audio playback with controls like Play, Pause, and Next, along with an intuitive and user-friendly UI.

❑ Developed Todo App

- **Title:** – “To Do”
- **Technology Used:** – HTML, CSS, JS
- **Team Size:** – 1 person
- **Role in project:** – Developer
- **Duration:** – 1 Day
- **Description:** - A simple To-Do app that helps users organize tasks, set priorities, and stay productive with ease.

❑ Developed Amazon Website UI

- **Title:** – “Amazon Web”
- **Technology Used:** – HTML, CSS, JS
- **Team Size:** – 1 person
- **Role in project:** – Developer
- **Duration:** – 3 Day
- **Description:** - A simple web page showing UI of amazon website.

❑ Developed Stop Watch

- **Title:** – “Stop Watch”
- **Technology Used:** – HTML, CSS, JS
- **Team Size:** – 1 person
- **Role in project:** – Developer
- **Duration:** – 3 Day
- **Description:** - A simple stopwatch app to start, pause, Resume, Restart, Lap and reset time for tracking activities with ease.

View more at: <https://github.com/Hemangi-patel109>