

Krut Pareshbhai Patel

B.E. Graduate
Computer Science and Engineering
Babaria Institute of Technology,
BITS Edu Campus

Email: krutpatel22577@gmail.com
Portfolio website: www.krutpatel.com
Mobile: +91 7567297549
GitHub - <https://github.com/KrutPatel2257>

Education Credentials

Bachelor of Computer Science and Engineering | *July 2013 – May 2017*

Babaria Institute of Technology, Bits Edu Campus, Vadodara, Gujarat, India

Gujarat Technological University | CGPA – 9.42 | CPI – 8.49 [Institute Rank 2nd and University Rank 5th based on CGPA]

Related Coursework: Computer Programming and Utilization, Data Structure, Database Management Systems, Digital Electronics, Operating System, Object Oriented Programming, Computer Organization, Computer Networks, Cyber Security, Analysis and Design of Algorithms, Microprocessor and Interfacing, System Programming, Software Engineering, Theory of Computation, Web Technology, .Net Technology, Compiler Design, Information and Network Security, Mobile Computing and Wireless Communication, Data Mining and Business Intelligence, Artificial Intelligence, Programming Languages: C, C++, C#, Java, Python and other web related scripting languages.

Higher Secondary School Certificate – Class XII | *March 2013*

Tejas Vidyalaya, Vadodara, Gujarat, India

Gujarat State Education Board | Percentile – 76.84% | Percentage – 67.38%

Secondary School Certificate – Class X | *March 2011*

Tejas Vidyalaya, Vadodara, Gujarat, India

Gujarat State Education Board | Percentile – 96.03% | Percentage – 85.20%

Work Experience

Freelance Software Developer – Self Employed

Individual freelancer | October 2017 --- January 2018

I worked as a freelance software developer and developed a couple of projects during this period. This helped me gain a good grip over many technologies related to design and programming games like Unity3d, Blender, MagicaVoxel, GIMP, Photoshop, Illustrator and Aesprite.

Intern Game Developer – Pardy Panda Studios | www.pardypandastudios.com

Internship | May 2017 --- September 2017

My job as an intern at Pardy Panda studios was to design, develop and test mobile games. It has helped me broaden my knowledge of software development cycle and testing methodologies, even improving my programming and logical skills.

Institute Dissertation Project

Multiplayer 3D First Person Shooter Game | Aug 2016 – Jan 2017 | Prof. Devangini Dave

I designed and developed a FPS shooter game prototype with two other colleagues Jayraj Patel and Darshan Patel. It has a death-match styled two team game-play. The team with the highest kills after the time limit wins. It uses Unity's Network Manager for a client-server styled connection. A user acts as a server and other users connect to the server as clients.

Game Engine: Unity3d | 3D assets created in: Blender

Freelance Projects

Pardy Panda Studios Website | November 2017 – December 2017

I developed a portfolio website for Pardy Panda Studios.

Technologies: html, css, javascript, ajax, jQuery and php

Fruit Ninja styled iOS game for a multinational pharmaceutical company | October 2017 – November 2017

This project was outsourced to me by Pardy Panda Studios. The game is to be presented at an event – The Indian Chest Society and The National College of Chest Physicians, organized by the Association of Chest Physicians West Bengal which had taken place from 16th November to 19th November at Science City, Kolkata, India.

Game Engine: Unity3d | 2D assets created in: Photoshop | Database: Firebase

Personal Projects

Timberman Prototype – Android Game | July 2018

Prototype clone of "Timberman" game made with Unity3d

Game Engine: Unity3d | 2D assets created in: Aesprite

Nail It Prototype – Android Game | Jun 2018

Prototype clone of "Nail It" game made with Unity3d

Game Engine: Unity3d | 3D assets created in: Blender

Knife Frenzy – Android/iOS Game | May 2018 – Jun 2018

Prototype clone of a "Knife Hit" made with Unity3d

Game Engine: Unity3d | 2D assets created in: Illustrator

Cricket Prototype – Android Game | March 2018

Prototype of a mobile cricket game made with Unity3d

Game Engine: Unity3d | 2D assets created in: Photoshop | 3D assets created in: Blender

Spin Out – Android Game | Jan 2018 – March 2018

Spin Out is a casual genre android game.

Game Engine: Unity3d | 2D assets created in: Photoshop | Ads: Unity Ads and Facebook Audience Network | Analytics: Game Analytics and Facebook Analytics

MazeAR – Android Game | Sep 2017

Maze AR is a casual AR game that I worked on while learning AR technology. It is an AR game made using Vuforia API. The mazes are generated using Hunt and Kill algorithm.

Game Engine: Unity3d | 3D assets created in: Blender | Ads: Unity Ads and Facebook Audience Network

Retro Skies – Android Game | Aug 2017 – September 2017

Retro Skies is a casual genre game. It is a clone of the game Missiles but with a retro pixel style look. It has 7 planes that can be unlocked.

Game Engine: Unity3d | 2D assets created in: Aesprite | Ads: Unity Ads and Facebook Audience Network

Dodge – Android Game | Jul 2017

Dodge is a casual genre game. The goal is to avoid the falling blocks. It has around 15 characters that can be unlocked.

Game Engine: Unity3d | 2D assets created in: GIMP and Photoshop | Ads: Unity Ads and Facebook Audience Network

Arcadia – Android Game | Mar 2017

Arcadia is a prototype game that I developed to showcase on my website. It is a modern arcade style game with glitch effects.

Game Engine: Unity3d | 2D assets created in: GIMP and Photoshop | Ads: Unity Ads and Facebook Audience Network

Round Pong – Android Game | Feb 2017

Round Pong is a prototype game that I developed to showcase on my website. It is a clone of the game Circle pong but with a retro pixel style look.

Game Engine: Unity3d | 2D assets created in: GIMP and Photoshop | Ads: Unity Ads and Facebook Audience Network

Adventure Heroes – Android Game | Sept 2016 – Dec 2016

Adventure Heroes is an arcade genre game. The goal is to avoid the obstacles and move forward. It has procedural level generation and around 30 characters that can be unlocked.

Game Engine: Unity3d | 3D assets created in: Blender | Ads: Unity Ads

Morph – Android Game | Jun 2016 – Aug 2016

Morph is the first game I developed. It is an infinite runner styled, arcade genre game. The level is generated procedurally. The goal of the game is to tap the screen to change shape and color of player to match that of obstacles until you die.

Game Engine: Unity3d | 3D assets created in: Blender | Ads: Unity Ads

Awards and Achievements

Late Shri Dewang Mehta IT Awards – 2017

I received this award for being the top ranker of 4th year at my institute Bits Edu Campus. It was presented by The National Association of Software and Services Companies (NASSCOM) and Gujarat Technological University.

References

Tanay Shah, Proprietor, Pardy Panda Studios

121, Saffron Complex, Fatehgunj, Vadodara 02

E: enquire@pardypanda.com W: www.pardypanda.com