

# CURRICULUM VITAE

## CHAUHAN MAYUR V.

Game Developer | Programmer  
Computer Science Engineer



### Personal Information:

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Name : Chauhan Mayur Vinodchandra  
Address : 4, Vishwanath Society,  
Barvigha, Gamdi  
Anand, Gujarat, India – 388001  
Birth Date : 15<sup>th</sup> December 1995  
Contact No. : +91-999-8180-838 (M)  
E-Mail ID : [mayurchauhan1995@gmail.com](mailto:mayurchauhan1995@gmail.com)  
Website : <https://mcismc.github.io/>

### My Life Goal:

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I love PC-gaming and have great passion for game development. I have a dream to work in a big gaming studio and be the one of them who creates something very beautiful for gamers. Being a part of the AAA gaming title is one of the things I desired and passionate about. I do want to work and connect with many more industry leaders in game development throughout my game development journey.

### Work Experiences:

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June **2021** – Current                      Design Engineer I - **Unity3D Developer**

I am currently working in “Newspace Research and Technology”, Bengaluru. as a **Unity3D Game Developer**, Newspace research technology had acquired a Game development studio based on delhi named “Threye Interactives” under which we are working on game mobile game development projects. In my prohibition period I have made an instant version of the a game, and finished the development of the game **FighterPilot: HeavyFire** which was later handed over to me from midway development, also this game came **Runners up** in the **Best Studio Game of the Year** category for IGDC Awards 2021.

January 2020 – May 2021

## Jr. Game Developer

I had previously joined in “Invisible Fiction”, Anand. as a **Unity3D Game Developer**, and I have developed 3 android/ ios mobile games for the company. In these time period, I learned a lot about game development, how a game is pitched as an idea, and from that concept idea to prototype and a user likable fully functional game is a lot of fun and challenging process.

### Project Work:

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#### **FighterPilot: HeavyFire (2021)**

Android / iOS

***(Runners up in Best Studio Game of the Year in IGDC Awards 2021)***

Genre : action adventure air to ground attack game

Description: It's a singleplayer action adventure game in which users can fly their favourite aircrafts and completes the amazing 50+ missions. Player can unlock beautiful aircraft skins for their favourite aircraft. I have worked on to finished this on ongoing project, created and instant version of the game and optimized the game heavily and deliver it to the both Google play console and iOS app store.

#### **The LLP Tycoon (2021)**

Android / iOS

Genre : Idle clicker tycoon game

Description: It's a money-making law firm building game where the player is a new graduate, fresh out of law school name Ed Cutty, who wants to start his law firm. He starts with a single floor to running multiple law firms and owning and selling several buildings. I have worked on this game from start to end. The entire game was made using using scratch code without using any third party assets tools.

#### **007 - The Game (2020)**

iOS

Genre : Hyper casual car racing game

Description: 007 – the game, is a hyper-casual racing genre game in which the user has to keep a check on fuel and power-ups and race to the finishing line. This game was in prototype when I had started working and finish the remaining development process.

## **Rage Ball (2020)**

Android

Genre : 2D strategy game

Description: Rage Ball is the fun-loving arcade game where you get limited numbers of player balls, which you can move up-down to shoot towards stars to collect the maximum numbers of stars available in the stars.

## **Education Qualifications:**

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August **2014** - February **2019**

**B.E. in Computer Science**

Completed study of Bachelor of Engineering in Computer Science and Engineering with **CGPA 7.99** (First Class with Distinction) from Gujarat Technological University at DJMIT (Dr. Jivraj Mehta Institute of Technology) Mogar, Anand

July **2011** – August **2014**

**Diploma in Computer Engineering**

Completed Diploma in Computer Engineering with **CGPA 7.71** (First Class with Distinction) from Gujarat Technological University from Government Polytechnic Ahmedabad, Gujarat.

## **Technical Skills:**

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### **Unity3D Skills:**

Meta Gameplay	:	Excellent
Game Data Structure	:	Excellent
Game Debugging	:	Excellent
Game Optimization and UI	:	Excellent
Game Design Documentation	:	Good
Shaders, Particle Effects	:	Normal

### **Software Skills:**

In Unity3D my expertise is of UI management, game optimization, plugins integration, data analytics and asset management. I have worked with third party plugins like Facebook SDK, Adjust SDK, PlayFab SDK, GameAnalytics, AppsFlyer SDK, I am familiar with the unity tools like PlayMaker FSM, Odin Inspector, MasterAudio and Wwise.