PARTH VIRADIYA

GAME DEVELOPER

PROFILE SUMMARY

I am game developer with 2+ years of programming experience in Unity3D Engine. And developed many games for Android, IOS, Windows Standalone and VR Devices like google cardboard.

CAREER OBJECTIVE

I am to be working with on organization which can provide me the opportunity and improving up on my technical and personal skill with respect to current trends and advancement.

WORK SUMMARY

SENIOR GAME DEVELOPER

Yudiz Solutions Private Limited   2019-2020

- Started my career as a junior and made my way to the senior of the department. An amazing experience.

EDUCATION DETAIL

G.K. DHOLAKIYA INSTITUTE

Completed Science - GSEB (2015)

- Successfully accomplished all requirements of the 2-year course

GUJARAT TECHNOLOGICAL UNIVERSITY

Bachelor of engineering *in Information Technology (2019)*

- Graduated with Honors (CGPA: 7.5)
- Represented the university in various coding competitions

EXTRA-CURRICULAR ACTIVITY

- National cadet corps
- GTU Tech-Fest Certificate
- Various technical and non-technical seminars.
- Making some graphics design
- playing guitar

PROFESSIONAL SKILLS

SOFT SKILLS

- Hard-working
- Team spirit (As a leader)

TECHNICAL SKILLS

- Tools provided by Unity. (HDRP, URP, Cinemachine, Post-Processing, Timelines, ARFoundation, Shader Graphs, and many more..)
- Photoshop
- Illustrator
- Photography

CERTIFICATES

- NCC Certificate
- GTU Tech-Fest Certificate
- Workshop Certificate
- C, Java, PHP certificate from spoken-tutorial.org

PERSONAL DETAILS

Date of Birth: 25-Nov-1997
Sex & Status: Male & Single
Nationality: Indian
Languages known: English, Hindi, Gujarati
Hobbies: Playing Outdoor Games, travelling, Playing Guitar,

SOCIAL MEDIA

- parthviradiya.github.io
- parth-viradiya-a70443118
- github.com/Parthviradiya
- www.instagram.com/parth.viradiya
- twitter.com/parthviradiya2