

PARTH VIRADIYA

GAME DEVELOPER

PROFILE SUMMARY

I am a game developer with 4+ years of programming experience in Unity3D Engine. And developed many games for Android, IOS, Windows Standalone, and VR Devices like Google cardboard and HTC Vive.

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

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

Fox Coder

- Had an amazing experience with multiplayer games with crypto and NFTs.

Hexar Games

- Join as Sr. Developer and crafted some amazing puzzle and coloring games.

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

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..)
- Plugin Integration like Admob, Firebase, playfab and other SDKs
- API Integration and Multiplayer Networking

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 & Married


Nationality: Indian


Languages known: English, Hindi, Gujarati

Hobbies: Playing Outdoor Games, traveling, Playing Guitar


SOCIAL MEDIA

 parthviradiya.github.io

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 github.com/Parthviradiya

 www.instagram.com/parth.viradiya

 twitter.com/parthviradiya2