



## PRINCE PATEL

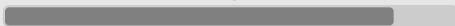
GAME DEVELOPER  
ANDROID DEVELOPER

### PROFILE

I am Prince Patel. I am a simple, creative, enthusiastic and fun-loving person. I always like to create something on my own which is helpful for others.

### SKILLS

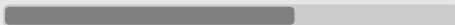
#### Unity 3D



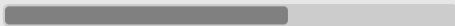
#### C#



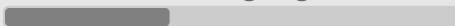
#### Unreal Engine



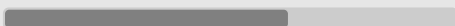
#### Game AI Programming



#### 3D Designing



#### Android Studio



### CONTACT

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Asarwa, Ahmedabad

Website : <http://princepatel.ml>

# EDUCATION

2017-2021

## Bachelor of Engineering

Information & Technology, Silver Oak University

CPI : 8.63

CGPA : 8.10

2015-2017

## HSC

Vishwa Vidhyalaya Higher Secondary School

Percentage : 79

Percentile Rank : 91.17

2014-2015

## SSC

Vishwa Vidhyalaya Secondary School

Percentage : 82

Percentile Rank : 98.09

# EXPERIENCE

Mar 20-June 20

## Android App Developer

BraniyBeam Technologies

July 20-Aug 20

## Game Developer

WildChild Studios

# PROJECTS

## Cubathon

A simple Cube runner, kind of Infinite Runner Game. Avoid the Obstacles and collect Coins. Use the Coins to purchase upgrades for Player from Shop. You can change the Screen resolution & Graphics quality. [No External Assets Used]

Website : <http://princepatel.ml/Cubathon/cubathon.html>

## SUPERHOT (Clone)

The FPS Game where time moves only when you move. No regenerating health bars.

Website : <http://princepatel.ml/Superhot/superhot.html>

# TECHNICAL SKILLS

- **Programming Languages** : C, C++, JAVA, C#
- **Game Engines** : Unity3D, Unreal Engine
- **3D Softwares** : Sketchup Pro, Blender
- **IDE** : Visual Studio, Android Studio
- **System** : Windows, Linux
- **Database** : MySQL, Sqlite, Firebase
- **Version Control** : Github, Unity Cloud
- **Frameworks** : .NET, Xamarin