



# RAJAT PATEL

## Unity Developer

### My Contact

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📍 5, Green Homes Soc. Mehsana, Gujarat

📁 Portfolio

### Hard Skill

- Shader Programming
- Strong Vector Maths
- Editor Scripting
- HD Rendering
- Advanced AI Development

### Soft Skill

- Agile
- Critical Thinker
- Teamwork
- Multi-tasking

### Education Background

- Gujarat Technological University  
*B.E. Computer Engineering*  
Completed in 2019 with 8.72 CPI
- Central Board of Secondary Education  
*12th Science*  
Completed in 2015 with 87%
- Central Board of Secondary Education  
*10th*  
Completed in 2013 with 9.8 CGPA

### About Me

Innovative Game Developer with expertise knowledge in VR and AR projects. Worked upon different projects of small and large scale and independent as well as team projects. Seeking lead role as VR, AR developer to utilize knowledge and skills to advance portfolio and potential for increased responsibility.

### Professional Experience

#### Yudiz Solutions Ltd. | Unity Developer 2019 – Present

Key responsibilities:

- Designed/ developed efficient, reusable, and scalable code
- Developed editor tools to ease development workflow
- Provided timelines for upcoming projects
- Managed software management tools like Jira as scrum master
- Coordinated with Artists, QA, and other internal developers to help maintain best practices for games development

### Achievements

#### Kapcha

- It is a geo-logical-based AR game where player needs to move around the real world, find and catch the animals which can be redeemed to get real discount coupons, and sponsor cashbacks.

**Tools :** Mapbox, AR

#### TransferVR

- It is a VR Career building simulation to learn and achieve high-demanding skills

**Tools :** Oculus Quest, VRTK

#### Phygital

- Retail store developed both for Touchscreen TVs and VR platform with enhanced rendering quality to elevate user shopping experience

**Tools :** HTV Vive, XR Toolkit, Touchscreen TVs

#### IR BOOKS

- Study-based AR/VR Simulation to get visual knowledge for children based on physical books from the Library.

**Tools :** AR Foundation, VR Cardboard