RAVI PATEL

Unity Developer

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Portfolio: https://raviif.github.io/MyProtfolio/

Objective

Passionate and detail-oriented Unity Developer seeking to contribute technical expertise and creativity to innovative projects. Motivated to apply my Unity and XR/AR/MR/VR development skills in a collaborative team environment while learning from experienced professionals and delivering high-quality solutions.

Education

Bachelor of Engineering (Computer Engineering)
Ipcowala Institute of Engineering & Technology
CGPA: 8.30 | CPI: 8.35
Higher Secondary Certificate (2019)
Santram Vidya Mandir, Karamsad
PERCENTAGE: 49.05%
Secondary School Certificate (2017)
Vir Vithalbhai High School, Karamsad
PERCENTAGE: 80.45%

Experience

Junior Unity Developer
Invisible Fiction, V.U. Nagar, Anand | May 2023 – Present
Technologies: Unity3D, C#, Mediapipe, MRTK, Vuforia, OpenXR
- Developed and contributed to multiple Unity-based games and XR applications.
- Improved game UI/UX for enhanced user experience and performance optimization.
- Integrated ads, hand tracking, and gesture recognition in games.
- Created immersive XR visualizations for medical and interactive applications.
- Collaborated using Git and GitHub; managed debugging, optimization, and updates.

- **Key Projects**:

    - **Fiction OT** – Medical visualization system for surgical training and imaging simulations (CT, MRI, XRAY).

- **Fruit Samurai** – Hand-tracking game where players slice fruits using real-time gestures.
- **Enter If You Dare** – Gesture-based ghost elimination game using Mediapipe.
- **Alien Runner** – Gesture-controlled endless runner using body movement tracking.
- **Football Cup** – Realistic football simulation game with goal mechanics and body tracking.
- **VR Zombie Game** – FPV VR shooter playable with VR devices.
- **3D Bone Visualizing (HoloLens)** – Visualizing 3D bones in medical apps with MRTK.
- **Streaming Application for OT (HoloLens)** – Real-time surgical video streaming with camera capture.
- **Clean the City** – Mobile game guiding a black hole to clean city debris.

Computer Engineer Intern
Invisible Fiction, V.U. Nagar, Anand | Jan 2023 – May 2023
Technologies: Python, Unity, C#
- Worked on Iris Recognition with Distance Detection using Python and image processing.

Technical Skills

Languages: C#, Python
Game Engine: Unity3D
Frameworks & SDKs: Mediapipe, Agora SDK, Vuforia, OpenXR, MRTK, In-App Purchases, Photon.
Tools: Git, GitHub, Visual Studio, Figma, JetBrainsRider.
Platforms: Android, iOS, Windows, Mac, WebGL, Unity
Hardware: Raspberry Pi, HoloLens, VR

Key Strengths

- Strong problem-solving and debugging ability.
- Quick learner with adaptability to new tools and technologies.
- Skilled in UI/UX prototyping and gameplay programming.
- Excellent communication and teamwork skills.
- Capable of handling multiple projects simultaneously.

Personal Information

Date of Birth: 07 January 2002
Languages Known: English, Hindi, Gujarati
Hobbies: Travelling, Gaming, Music, Cricket.