

RISHI PATEL

Unity 3D Developer | Game Development | Firmware & Operating Systems

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Portfolio: [RishiVagadiya_Portfolio](#) | Location: Ahmedabad, Gujarat, India

PROFESSIONAL SUMMARY

Motivated Unity 3D Developer with 10+ months of experience creating engaging 2D and 3D games for mobile and desktop platforms. Proficient in game mechanics optimization, performance enhancement, and delivering immersive experiences. Strong foundation in computer science fundamentals including operating systems and firmware. Proven ability to collaborate in cross-functional teams and drive projects from concept to deployment.

TECHNICAL SKILLS

Game Development: Unity 3D, C#, 2D/3D Game Design, Game Mechanics, Physics Engines, Animation, Shader Programming

Programming: C#, C++, Java, Python, SQL, Object-Oriented Programming, Data Structures &

Algorithms **Tools:** Unity Editor, Visual Studio, Git, GitHub, Version Control, Agile/Scrum,

Performance Profiling **Additional:** Firmware Development, Operating Systems, UI/UX Design, Asset Management, Problem Solving

PROFESSIONAL EXPERIENCE

Virtual Filaments Private Limited

Unity 3D Programmer - OnSite

Ahmedabad, Gujarat, India

May 2025 – Present

- Develop, optimize, and deploy interactive 2D/3D and simulation-based educational applications using Unity Engine (C#).
- Collaborate with designers and the content team to create immersive learning experiences aligned with ICSE/CBSE curriculum.
- Work with cross-functional teams to enhance performance, reduce load time, and ensure smooth multi-platform (Windows/Android/WebGL) builds. prototyping to final build.
- Integrated third-party SDKs for analytics, monetization, and social connectivity, increasing revenue by 30%

ExoMatrix

3D Game Developer - Remote

Kolkata, West Bengal, India

September 2025 – February 2026

- Designed core gameplay features for action game including combat systems, inventory, and player progression mechanics
- Created responsive UI using Unity's UI toolkit, improving user engagement by 25% based on playtesting feedback
- Developed custom shaders and visual effects to enhance aesthetics while maintaining optimal frame rates
- Debugged and resolved critical production issues, reducing crash rates by 60% through systematic testing

EDUCATION

Sssdiit

Bachelor of Computer Applications (BCA)

Junagadh, Gujarat, India

Graduation: 2025

- Relevant Coursework: Data Structures, OOP, DBMS, Operating Systems, Software Engineering, Computer Networks.

KEY PROJECTS

- Hyper Crowded Color(Game)

Description : A 3D running game where players solve math questions while running (e.g., 'What is 2+2?'). The game consists of 5 levels, all created within a single scene using Empty GameObjects. Unity Ads are displayed after each level completion. **Game Link :**

<https://drive.google.com/file/d/13oiid8qWvXb2e8iPC3sSCjXkrtbv-KPP/view?usp=sharing>

- **Zombie Kill Game 3D**

Description : A 3D action game where the player attacks enemies. When the player gets close enemies, than enemy start chasing and attacking. Designed the complete environment and implemented enemy AI behavior

Game Link : https://drive.google.com/file/d/1ePns9H9h8htrAnfnYsxh1q-Z_slxlfbn/view?usp=sharing

CERTIFICATIONS & ACHIEVEMENTS

Goggle Analytics Certified :

https://drive.google.com/file/d/1EialyHSjbp7r--6Fs2Nx-_SxS5UFg9le/view?usp=sharing

Cisco Network Academy Certified:

<https://drive.google.com/file/d/1e7zCMSuy4B8fW35sMxD9RrkP7mNsuNag/view?usp=sharing>

Google Gemini Student Certified :

https://drive.google.com/file/d/1HZ_F5UyhUFmXGNPwT3U-uXD6PTaq7iqB/view?usp=sharing