



Urvish Kachhadia

Game Designer & 3D Artist

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Hi, I'm Urvish, a passionate game developer with 1.5+ year of experience working with Unity Engine, Blender, and Figma. I create engaging and fun games and I'm eager to collaborate and take on new challenges in the industry. Let's work together and embark on a new adventure!

EXPERIENCE

Intern

Ahura Technosoft LLP. May 2022 - Aug 2022

I interned at this company as a Game Programmer and Designer, where I worked on the game "SLY GUY". It's a story-based game with multiple levels, unique designs, and features. The game revolves around a thief who has stolen money from a bank and needs to escape without getting caught by security guards or cameras.

PROJECTS

HOSPITAL CONSULTANCY MANAGEMENT

Frontend Developer Aug 2021 - Nov 2021

website for general medical treatment advised by doctors and also a appionment booking portal for doctor.

NINJA WARRIOR

Programmer And Designer Dec 2021 - Mar 2022

It is a 2D action-adventure level based game. It will contain different levels. In each level there will be some hidden switched that needs to be turned on so that the door to the next level will open up. To find those switches player have to go through different types of traps such as acid , turret etc. and different types of guards.

DICE RACER

Designer Jul 2022 - Jul 2022

Dice racer is a 3d board game. This game totally works on dice its a racing game so according to rolled dice value cars will move forward and whoever crosses the finish line first will win.

SLY GUY

Designer Jul 2022 - Jul 2022

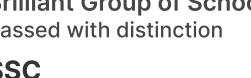
It is a story base game that will have many levels with different design and different features, In this game player will be a thief who is inside the bank with stolen money, So he have to escape from the bank without getting noticed by security guard or cameras.

AR PACMAN

Programmer and Designer Dec 2022 - Present

A 3D Pac-Man AR game that combines the classic arcade gameplay of Pac-Man with the latest AR technology. The game will be played on AR-enabled devices, such as smartphones, tablets, and will allow players to immerse themselves in the game world by interacting with virtual objects in the real world.

SKILLS AND TOOLS & TECHNOLOGY



Unity Engine



3D Modeling



Game Designing



Game Programming



Figma



Blender



Photoshop



Visual Studio



C++



C#

EDUCATION

B.Tech - Computer Engineering

Charotar University of Science and Technology - Changa,Gujarat

Current CGPA : 8.7

HSC

Brilliant Group of Schools-Jamnagar

Passed with distinction

SSC

Brilliant Group of Schools-Jamnagar

Passed with distinction

LANGUAGES

English

Gujarati

Hindi

Hobbies



Gaming



Music Listening



Exploring Games

POSITION OF RESPONSIBILITY

Volunteered

07 Oct 2022 - 08 Oct 2022

I volunteered in SSIP Azadi ka Amrit Mahotsav Hackathon - 2022