



# Vinayak Lakhani

## Unity Developer

- +91.9033847708
- Vinayak.lakhani@gmail.com
- <https://linkedin.com/in/vinayak-lakhani>



### Career Objective

Experienced Unity Developer with 6 years of experience in the game development industry. Strong background in coding, debugging, and optimization for 2D and 3D game development. Proven ability to develop high-performance and visually appealing applications. Applying for the position of Unity Developer at Game Development.



### Qualifications

#### B.Tech IT Engineering

U.V.Patel College Of Engineering  
Ganpat University Board  
Mehsana, Gujarat

Graduated, June 2018  
Marks 65%  
Division 1

#### 12th

Sarjan Science School  
GSHSEB Board  
Rajkot

July 2014  
Marks 53%

#### 10th

Shree Swaminarayan School  
GSHSEB Board  
Bhuj

July 2012  
Marks 75%



### Skills

- Unity Game Engine
- C#
- AR/VR



## Work Experience

---

### **ViitorCloud Technologies Pvt Ltd - (Dec 2018 - Present)**

#### **Unity Developer**

Ahmedabad, Gujarat

- Proficient in working with procedural mesh generation.
- Versatile in utilizing various rendering pipelines, including Standard, Universal, and High-Definition Rendering.
- Expertise in managing asset bundles and Addressable assets.
- Proficient in integrating isolated plugins for advertisements, social features, and leaderboards.
- Extensive background in VR development.
- Strong commitment to creating user-friendly gameplay experiences.
- Adept at analyzing existing code and proposing efficient solutions.
- Excellent analytical and problem-solving skills.
- Proficient in Python and Node.js, with experience in creating web servers and image recognition algorithms.
- Collaborative mindset with a track record of working effectively as part of a team to achieve common goals.
- Demonstrated ability to rapidly learn and implement new programming technologies.

**Experience:** 5 Years

### **Maxgen Technology Pvt Ltd - (Jan 2018 - Nov 2018)**

#### **Unity Developer**

Ahmedabad, Gujarat

- Learned Basics of Unity and developed 5 games compatible with iOS, Android
- Learned Publishing Game on Google Play and App store.
- Learned Integration of Admob, Facebook, GPGS etc plugin

**Experience:** 10 Months

## Projects

### Cross-platform Metaverse

- Developed an innovative app enabling users to upload and explore personalized environments.
- Implemented a collaborative feature allowing users to publish their environments for shared exploration, facilitated by video calls, audio calls, and chat functionalities.
- Enhanced user engagement by providing a platform for shared virtual experiences within the uploaded environments.
- Used Photon, and Agora for multiplayer and calling

### VR Furniture

- Developed a user-friendly application enabling individuals to design custom interiors for apartments, offices, or any desired room.
- Implemented a virtual reality experience, allowing users to visualize their dream interior by creating a 3D scene from a simple 2D image of their space or choosing from a variety of sample rooms.
- Incorporated a unique feature that allows users to view products directly within their designed space, facilitating informed decisions on furniture and décor items for a personalized and cohesive design.

### VR lobby app

- Developed an interactive VR lobby app focused on time management for users engaged in gaming activities.
- Implemented a user-friendly interface displaying a list of games, allocated time, and a real-time counter to monitor and manage gaming durations.
- The VR platform sending real-time updates to the operator's machine for efficient tracking of player activity.

### 3D Model Viewer

- Developed an innovative Android application empowering users to control and view 3D models in 3D space using Lua scripting.
- Designed a Windows application to facilitate data entry, enhancing the user experience and ensuring seamless interaction with the 3D models.
- Implemented a robust Node server serving as a communication bridge between the Android and Windows applications, enabling efficient data transfer and interaction, ultimately allowing users to visualize 3D models in a dynamic 3D space.

-

### 3D Pie Chart

- Developed a versatile Unity 3D asset, enabling the representation of data through interactive pie charts in a VR-ready 3D format.
- Engineered methods for seamless integration across various platforms, including apps, websites, sensors, and connected devices, enhancing accessibility and usability.
- Designed the asset with customizable features, allowing easy adaptation to diverse data structures and variables, providing a dynamic and visually engaging solution for data representation.



## Personal Interests

---

- Football
- Movies
- Video Games



## Personal Details

---

- Marital Status: Single
- Birthday: August 26, 1997
- Nationality: Indian
- Gender: Male
- Languages: Hindi , English, Gujarati