Aditya Chauhan

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🔗 Website

Profile

I am a passionate developer with experience in web development, VR development, and a growing expertise in mobile app development. Skilled in technologies like HTML, CSS, JavaScript, Java, Swift, and frameworks like Flutter and Firebase, I create scalable, user-centric solutions for business growth. My background includes developing websites and apps, designing interactive VR environments in Unreal Engine, and incorporating AR features for educational purposes. Currently, I am focused on mastering Swift and building iOS projects daily to enhance my skills. I thrive on innovation, continuous learning, and delivering high-quality solutions.

Education

BTech Computer Science and Engineering, *Navrachana University* 2020 – 2024
Vadodara

Skills

Swift	Java
Python	HTML/CSS
C/C++	Firebase Services
JavaScript	Git
react	typescript

Professional Experience

VR Developer, *Oneknotone Technologies* ↗ 01/2024 – present
- Basic Game Creation in Unreal Engine
- Level Materials and Blueprint
- Interactive VR Experience Design
- User Testing and Interface Refinement

Projects

Web Developer(Freelancer) 10/2024 – 12/2024
- **Business Purpose:**
  - A dedicated platform to support business growth and coaching strategies.
- **Core Features:**
  - Designed to inspire positivity and foster a culture of helpfulness, humility, kindness, and gratitude.
  - Promotes personal and professional growth through actionable insights and resources.
- **User-Centric Design:**
  - Clean and professional responsive UI for easy navigation across platforms.

Mobile App Development 2024 – present
- UI Design and Development with XML
- Firebase Integration for Backend Services

- Authentication and Security
- Testing and Debugging

Quizzler ⧉   2025
- Developed an interactive trivia quiz app using SwiftUI.
- Implemented customizable questions, progress tracking, and score display.
- Utilized the MVC pattern for code separation.
- Used Swift structs for efficient data storage.

BMI-Calculator ⧉   2025
- Developed a multi-screen app using SwiftUI, iOS.
- Utilized Optional binding and chaining for nil handling.
- Used classes and structs for data management.
- **Features**
  - Multi-Screen App
  - Animated Navigation
  - Optional Binding & Chaining
  - Classes vs. Structs
  - Pass by Value vs. Reference
  - String Formatting
  - Color Literals

Declaration

I hereby declare that the details provided in this resume are true and accurate to the best of my knowledge. As a passionate and dedicated fresher in web and mobile development, I am eager to contribute my skills to deliver innovative, user-friendly, and scalable solutions while continuously learning and adhering to industry best practices.