

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

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.