

Patil Atharv Rohit

<https://github.com/atharvpatil29> | Ph: +91-7447577484 | atharvpatil2003@gmail.com | <http://www.linkedin.com/in/atharv-patil-367b46251>

EDUCATION

VIT University

Bachelor of Technology

Major in Computer Science; Minors in Gaming Technology

Cumulative GPA: 7.13/10

Bhopal, Madhya Pradesh

Expected September 2026

TECHNICAL SKILLS

Languages and Frameworks- C#, C++

Database: MySQL

Game Engines- Unity, Unreal Engine 5

PERSONAL PROJECTS

CybHacks- Cyber Security Game

June 2025

Tech Stack: Unity, C#

- **Mechanics Implementation:** Programmed interactive educational game in Unity to teach fundamental cybersecurity concepts through gamified challenges.
- **Customizable Risk and Vulnerability Modeling:** Designed a system to dynamically adjust the risk factor and complexity of cybersecurity threats based on player actions.
- **Advanced UI Feedback and Instruction Display:** Developed interactive UI elements (pop-ups, hints, and instruction overlays) to guide the user without breaking immersion.

Quiz Master Game

April 2025

Tech Stack: Unity, C#

- **Mechanics Implementation:** Developed a quiz-based educational game in Unity featuring multiple categories, difficulty levels, and scoring systems.
- **Reusable Prefab-based Question Template System:** Used reusable Prefabs instantiated and recycled at runtime, drastically reducing garbage collection overhead and improving performance during rapid-fire quiz segments.
- **High Score Persistence:** Designed a local leaderboard interface to motivate players and showcase skills in data persistence beyond basic runtime variables.

3D Tennis Game

September 2024

Tech Stack: Unity, C#

- **Mechanics Implementation:** Developed a realistic 3D tennis simulation in Unity featuring physics-based ball movement and responsive player controls.
- **Dynamic Camera System for Gameplay Focus:** Developed a dynamic camera system using custom C# scripting that smoothly tracks the ball and players, adjusting view angles and zoom levels to keep critical action in focus.
- **Custom Input Manager and Cross-Platform Compatibility:** Utilized Unity's Input System to handle and map controls, demonstrating an understanding of modern input architecture and ensuring easy future compatibility with different input devices (e.g., keyboard, gamepad).

CO-CURRICULAR

Dramatics Club

Drama Team

Bhopal, Madhya Pradesh

Oct 2023- May 2025

- Performed in stage productions and contributed to script development.

Discipline Committee

Discipline Team

Bhopal, Madhya Pradesh

Feb 2023

- Mediated conflicts among students by organizing resolution meetings for disputes

ADDITIONAL

Languages: English, Marathi, Hindi

Certifications & Training: Certified in Hyper Casual Games [Issued by Udemy 2025], Adobe UI\UX [Issued by Ethnus Certification Program 2025], Blockchain Developer [Issued by IBM Career Education Program 2025].