Patil Atharv Rohit

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EDUCATION

VIT University   Bhopal, Madhya Pradesh
Bachelor of Technology   Expected September 2026
Major in Computer Science; Minors in Gaming Technology
Cumulative GPA: 7.13/10

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.

Tic-Tac-Toe Game   September 2024
Tech Stack: Unity, C#

- **Mechanics Implementation:** Developed and implemented the complete game logic in C# to manage board state, player turns, and win condition checks.
- **Intuitive and Responsive User Interface (UI):** Designed and assembled the game board and interactive elements using the Unity UI Canvas system.
- **Clear Game Flow and Reset System :**Created a robust system to handle game end states (Win, Lose, Draw) and designed a **one-click game reset function** that efficiently clears the board and resets all necessary game variables (scores, turns) without scene reloading.

CO-CURRICULAR

Dramatics Club   Bhopal, Madhya Pradesh
Drama Team   Oct 2023- May 2025

- Performed in stage productions and contributed to script development.

Discipline Committee   Bhopal, Madhya Pradesh
Discipline Team   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].