

BRIJESH PARMAR

UNITY GAME DEVELOPER

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SUMMARY

Highly skilled Unity Game Developer with extensive experience in building immersive and interactive gaming experiences. Proficient in object-oriented programming, 3D mathematics, and popular design patterns to create robust and scalable code. Adept at developing and optimizing game elements using Unity's physics system, animators, and shader programming for stunning visuals.

TECHNICAL SKILLS

- Game Development Tools:**
 - Unity3D, Unity Physics, Unity Animator
 - Asset Bundles
- Mathematics and Graphics:**
 - 3D Mathematics
 - Lighting and Scene Arrangement
- Plugin Integration:**
 - Third-party SDKs, Unity Asset Store Plugins
- Programming Languages:**
 - C#, C++, Java
- Development Methodologies:**
 - Agile, Scrum
- Scripting and Animations:**
 - Custom Scripts for Physics, Animation, Controllers

PROJECTS

- 2D Game Projects:**
 - Portrait & Landscape Space Shooter
 - Dogging Dog
 - Pong
 - Ball Bounce
 - Fruit Ninja
 - Run Titan Run – Endless Run
 - Dark Moody
- 3D Game Projects:**
 - Car Simulation
 - 3D Shooter
 - Mini Subway
 - Zig Zag Maze

EDUCATION

- Unity Game Development - Training + Internship** June 2023 - June 2024
CG Games and Animations, Memnagar, Ahmedabad
- Bachelor of Engineering | Computer Engineering** June 2021 - June 2025
Government Engineering College, Sector-28, Gandhinagar
- SSC & HSC** June 2019 - June 2021
Shree Gayatri Vidhyalaya, Katargam, Surat

ADDITIONAL INFORMATION

- Languages:** English, Hindi, Gujarati.
- Certifications:** Unity Game Development Certificate
- Awards/Activities:** Facilitated at Dewang Mehta IT Awards'23 being topper