

# 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 Engineerring**      **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