Dhruv Mehta

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CAREER OBJECTIVE0

Aspiring Game Developer & Software Engineer with expertise in Unity, C#, and physics-based simulations. Experienced in designing engaging 2D/3D games with optimized performance and reusable systems. Seeking an internship to apply technical problem-solving and creativity in building innovative game experiences.

TECHNICAL SKILLS

Core: C/C++, C#, Unity.
CS Foundations: Data Structures & Algorithms.
Developer Tools: Unity, Blender, Photoshop, Visual Studio, GitHub.
Additional: Python, Java, React.js, MongoDB, MySQL, 3D Art, 2D designs.

ACHIEVEMENTS AND COURSEWORK

- Participated in the **Smart India Hackathon 2024,** solving real-world challenges presented by industries and government bodies.
- Solved 250+ DSA problems, improving problem-solving and algorithmic thinking skills.
- Participated and presented my game in a Game Corridor conducted by Chitkara University.
- **Electronic Arts Software Engineering virtual experience program |** Certificate
- **Electronic Arts Product Management Job Simulation |** Certificate

PROJECTS

Celestial Odyssey (2D Space Exploration Game)

- **Tools & Technologies Used —** Unity, C#, Photoshop.
- **Description —** Designed and developed a 2D space exploration game focused on orbital mechanics and interactive creativity. The game features levels like Solar System Trouble and Time Paradox Zone, where players must stabilize orbits and solve puzzles. Included unique educational mini-games such as planet coloring and jigsaw puzzles to enhance engagement for younger audiences.
- **Performance —** Implemented zero-gravity physics and orbit simulation. Optimized asset loading and physics calculations for smooth performance on low-end systems.
- **Educational Features —** Included creative modules like Planet Coloring Mode and Space Jigsaw Puzzles to simplify complex astronomy concepts for younger audiences.

InertiaX

- **Tools & Technologies Used —** Unity, C#, DOTween.
- **Description —** Developed a physics-based 3D car simulation focusing on realistic vehicle dynamics, telemetry logging, and replay systems. Integrated modular systems like mini map, lap timing, wind force simulation, and in-game UI panels for telemetry and session control. Designed scalable scene navigation with animated menu panels and transitions.
- **Performance —** Engineered custom motor, steering, and downforce physics with slip angle detection. Implemented replay and ghost data systems with frame-by-frame accuracy, ensuring stable camera tracking and minimal jitter in high-speed replays.
- **Highlights —** Built reusable systems including a checkpoint-based lap tracker, replay buffer manager, debug console overlay, and multi-camera views. Designed for scalability across future tracks and educational modules with stat overlays and environmental variables.

EDUCATION

Chitkara University — ***Punjab, India***
B.E, Computer Science and Engineering — *Sept 2022 - June 2026*
CGPA – 8.2

BCM SEN SEC SCHOOL — ***Punjab, India***
CBSE, Class-XII — *June 2020 - May 2021*
Score – 83%