

VAGHELA SAHIL

Vaghela Faliyu,Sinjiwada,
Ta-Matar, Dist-kheda,
Pin-388180
Mob-no:6351955141
vaghelasahil1104@gmail.com

CAREER OBJECTIVE

I am a Unity Game Developer looking to work in a creative team where I can build fun and interactive games. I want to use my skills in C# and Unity to make great gaming experiences and keep learning new things in game development.

EDUCATION QUALIFICATION

Examination	Board/University	Passing Year	CGPA/Percentage
B.E (Computer Engineering)	Ipcowala Institute Of Engineering And Technology	2023	9.11
HSC	Sagar International School,Bamangam	2019	69.9 %
SSC	Sarvajanik High School,Tarapur	2017	84.6 %

EXPERIENCE

Post - Artificial intelligence Intern

Invisible Fiction, Feb 2023 – May 2023

Technologies – Python, Unity, C#

- Assisting the team in daily operations and project management
- Collaborating with cross-functional teams to deliver results
- Human movement recognition using python media pipe. Send Tracking data to unity game for controlling player.

Post – Junior unity game developer

Invisible Fiction, May 2023 – Present

Technologies – Unity, C#

Project Summary

Project Title	Client	Platform	Role
Turbo Trail	In House Game	Unity3D,C#	JR. Game Developer
Alien Runner	In House Game	Unity3D,C#,mediapipe	JR. Game Developer
Cupping Muffins	In House Game	Unity3D,C#	JR. Game Developer
Football Cup	In House Game	Unity3D,C#, mediapipe	JR. Game Developer
Catch the Object	In House Game	Unity3D,C#	JR. Game Developer
AR Project Model on QR	In House Project	Unity3D,C#, AR Core, Vuforia	JR. Game Developer
Fiction Mech	In House Project	Unity3D,C#,OpenXR, Agora Video SDK	JR. Game Developer

Project Details

Client Name	In House Game
Title	Turbo Trail
Description	"Turbo Trail," an adrenaline-pumping mobile game that puts you in control of the ultimate rubber trail creator! Unleash your creativity by dragging your finger across the screen to forge a turbo-charged rubber trail, guiding a ball through a maze of obstacles. Precision is key as you navigate challenging courses filled with spikes, barriers, and unpredictable twists. The dynamic rubber trail not only propels the ball forward but also serves as a shield against impending dangers. With each level, the intensity increases, testing your reflexes and strategy. Role: I worked as the sub developer for this game in Unity.
Role	JR. Game Developer
Technology	Unity3D,C#

Client Name	In House Game
Title	Alien Runner
Description	Alien Runner is a user-friendly PC game that utilizes motion sensing technology to provide engaging gameplay. Players can control their in-game character's movements through their own body gestures, creating a unique gaming experience. Enjoy endless entertainment in single-player mode with seamless controls and captivating gameplay. Alien Runner offers a unique gaming experience for both experienced gamers and newcomers alike. Role: I worked as the sub developer for this game in Unity, In which I used Media pipe unity for movement detection system and transfer movement data to unity. Later on I worked on upgrading UI for this game.
Role	JR. Game Developer
Technology	Unity3D,C#, mediapipe

Client Name	In House Game
Title	Cupping Muffins
Description	<p>"Cupping Muffins," where you take the reins of a perpetually moving cup on a quest for the perfect muffin! Navigate through a whimsical world filled with delightful obstacles, all while skillfully avoiding pitfalls to keep your cup intact. The challenge intensifies as you collect essential ingredients along the way, assembling the ultimate muffin masterpiece</p> <p>Role: I worked as the sub developer for this game,in which i got complete game and i have to change it for work with burger , mocktail and milkshake.</p>
Role	JR. Game Developer
Technology	Unity3D,C#

Client Name	In House Game
Title	Football Cup
Description	<p>“Football Cup ” is an innovative PC game that revolutionizes virtual soccer with its advanced body detection technology. Immerse yourself in an engaging single-player adventure on the virtual soccer field and demonstrate your exceptional soccer skills. Enjoy seamless controls and intuitive gameplay that effortlessly translate your leg movements into on-screen actions. With every kick, pass, and shot, experience the exhilarating rush of being on a real soccer pitch, making the gameplay truly thrilling.</p> <p>Role: I worked as the sub developer for this game in Unity, In which I used Media pipe unity for movement detection system and transfer movement data to unity.</p>
Role	JR. Game Developer
Technology	Unity3D,C#,mediapipe

Client Name	In House Game
Title	Catch The Object
Description	<p>"Catch the Objects" is a simple game where objects fall from the sky and you must use a basket to catch them. Each object has its own point value, but be cautious as there are also a few negative-point objects to avoid.</p> <p>Role: I worked as a sole developer of this mini game.</p>
Role	JR. Game Developer
Technology	Unity3D,C#

Client Name	In House Project
Title	AR Project Model on QR
Description	Augmented Reality project for visualizing models through QR codes with Hololens device. Role: I worked as a sole developer.
Role	JR. Game Developer
Technology	Unity3D,C#, AR Core, Vuforia,

Client Name	In House Project
Title	Fiction Mech
Description	Currently developing Fiction Mech for Meta Quest 3, focusing on Visualizing 3D objects in a virtual environment, enhancing user experience with cutting-edge VR technology. Made it multiplayer for Meta Quest 3 to android communication. Make it possible to control both device vice- versa. Role: I worked as a sole developer.
Role	JR. Game Developer
Technology	Unity3D,C#, OpenXR , Agora Video SDK

TECHNICAL SKILL

Programming Language: Basic(C, Java), Python, Basic Git-hub, C#, Unity

STRENGTH

Hardworking
Ability to work in team, team management
Energetic and well discipline
Flexible, Adaptable
Self-motivated, Positive thinker

PERSONAL INFORMATION

Father's name : Ashrafbhai S Vaghela
Mother's name : Jayaben A Vaghela
Date of birth : 10th May, 2002
Hobby : Gaming, Cooking, Listening music
Language : Gujarati, Hindi and English