JEVIN DHOLAKIYA

Game Developer

Contact

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- Jevin_Dholakiya
- Visit my portfolio

About Me

I am an Unreal Engine developer focused on creating engaging gameplay features and responsive player systems. My experience includes solving challenges, streamlining workflows, and collaborating effectively with teams through GitLab. I am eager to keep learning and contribute to innovative projects that push creativity forward.

Skills

- Unreal Engine (Blueprints & Gameplay Systems)
- C++
- Optimization and Packaging
- AI & NPC Behavior Implementation
- UI/HUD Development & Implementation
- Version Control (Git/GitLab)
- Debugging & Problem Solving
- Collaboration & Teamwork

Achievement

- New India Vibrant Hackathon 2023

Education

Master of Computer Application
Marwadi University , Rajkot
CGPA : 8.46
2023-2025

Bachelor of Computer Application
Atmiya University , Rajkot
CGPA : 8.97
2020-2023

Experience

Unreal Game Developer
Parsh Technologies , Rajkot
11/2025 – 08/2024
Present

Explored multiple aspects of game development in Unreal Engine, including:
- Animation systems
- API & WebSocket Integration
- Multiplayer & Networking
- AI integration
- Gained hands-on experience solving technical challenges.
- Gained hands-on experience in developing VR applications, focusing on optimizing performance to ensure smooth, immersive experiences
- Learned to optimize workflows for efficiency and performance.

Unity Game Developer Intern
Keshav infotech , Rajkot
07/2022 - 02/2022

- Learned and applied Unity basics including scenes, assets, and scripting.
- Gained hands-on experience with Photon Networking for multiplayer game functionality.
- Studied and implemented basic gameplay mechanics to understand how games work.
- Collaborated on small projects to strengthen problem-solving and teamwork skills

Projects

Parkour-System-UE5

Developed a scalable parkour system enabling responsive player actions on walls and obstacles, fully modular via Actor Component for reuse across projects.

YouTube Live Video Plugin for

Implemented a C++ plugin enabling real-time YouTube live video playback in UE5, addressing the Chromium Web Engine's inability to handle live streams.

Demo Videos

Here is the Drive link to the demo videos for my projects

UE5-LLaMA-Local-Integration

Integrated a local LLaMA-based model into Unreal Engine 5, enabling AI-driven features on Windows and Android (ARM64) platforms."

Combat System

Created a modular combat system in UE5 with combo attacks, hit detection, and animation-based combat flow.

Animal_Invasion

Implemented Animal Invasion, a multi-level tower defense game involving strategic placement of animal defenders, interactive upgrades, and power-ups, ensuring smooth gameplay across desktop and mobile devices. [Made in Unity]