KARAN MEHTA

Game Developer

CONTACT

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PROFILE SUMMARY

Creative and motivated aspiring Game Developer with a passion for storytelling, level design, and immersive gameplay. Currently learning 3D development in Unity and skilled in crafting unique game concepts and environments. Quick learner with strong imagination, eager to build engaging and interactive experiences.

EDUCATION

2022-2025
MUMBAI UNIVERSITY
B Sc (Information Technology)
- GPAI :- 9.35

2020-2022
MAHARASHTRA BOARD HSC
- Science PASS 60.50%

2019-2020
MAHARASHTRA BOARD SSC
- 10th PASS 64.60%

SKILLS

GAME DEVELOPMENT ENGINES:
- Unity (C#)

GAME DESIGN & DEVELOPMENT SKILLS:
- Game Mechanics Design
- Player Interaction & Level Design
- AI & Pathfinding (NavMesh)
- Physics and Animations

SOFT SKILLS:
- Problem-Solving
- Creativity
- Team Collaboration
- Time Management
- New Games Ideas

LANGUAGES

- C# (for Unity)
- C++
- Python (for tools or scripts)
- HTML
- CSS
- C

PROJECT

The Desert Way

Role   : Game Developer

Tools Used   : Unity (C#), Blender, Freesound.org , Audacity
,Mixamo , Unity Animator

Duration   : Sep 2024 – feb 2025

Description:

- Developed a 3D first-person horror game set in an abandoned desert village where players must collect fuel cans to escape while evading a hostile AI-controlled creature.
- Programmed enemy AI behavior using Unity's NavMesh and C# for real-time pursuit and dynamic pathfinding.
- Designed immersive level environments and implemented UI components such as the main menu, inventory, and HUD using Unity's UI Toolkit.
- Integrated random jump scare mechanics to enhance player suspense and horror immersion.
- Edited and implemented audio effects using Audacity, with sound assets sourced from Freesound.org, and integrated them via Unity's audio system.
- Utilized Mixamo for character animations and Unity Animator for animation transitions and logic control.

PROJECT 2

Rocket Launch

Role   : Indie Game Developer (Solo Developer)

Tools Used   : Unity (C#), Blender, Freesound.org , Audacity, Meshy .

Duration   : May 01-2025 – May 25-2025

Description:

- Designed and developed a 2.5D rocket-launch game featuring horizontal navigation through obstacle-filled levels in a fully 3D environment.
- Implemented vertical launch mechanics with no rest points—players must complete each level in a single attempt or restart on failure.
- Created multiple challenging levels with static and moving obstacles requiring precise control and timing.
- Developed realistic flight controls using Unity physics, including thrust, rotation via side boosters, and collision handling.
- Designed and integrated particle effects such as booster flames, thruster bursts, collision sparks, and success celebrations.
- Added immersive sound effects including rocket launch, thruster noise, collision sounds, and level completion cues.
- Modeled and textured all 3D assets in Blender, Meshy and handled complete implementation in Unity.
- Built the entire game independently, covering game design, programming, visual assets, audio integration, particle systems, and testing.