

PATEL MITKUMAR ASHOKBHAI

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CAREER OBJECTIVE

To fulfill my career aspirations, I am seeking growth-oriented and challenging opportunities where I can contribute my knowledge and skills to an organization while enhancing my experience through continuous learning and teamwork. I believe in innovation and creativity and looking for a dynamic team that values collaboration and supports individual growth. I am excited about the prospect of expanding my skill set through hands-on experience and training, and I hope to find a workplace that offers a clear path to career advancement. Ultimately, I am eager to positively impact the industry and the world by working with like-minded individuals who share my passion for making a difference.

TECHNICAL SKILLS

Programming Languages: C, C++, C#, Android, Arduino, python,

Programming tools: Oracle SQL, NetBeans, Code blocks, Visual Studio

Game Engine: Unity 3D

Creative Software: Maya, Photoshop, Illustrator, Substance 3D Painter, Substance 3D sampler, Substance 3D Stager, Premiere Pro, Audition.

Scripting Languages: HTML/CSS, JavaScript, PHP

Backend: MySQL

Tools: Microsoft Office - Excel, Word, PowerPoint

EDUCATIONAL QUALIFICATIONS

Degree	Institution	Year	Marks Obtained
Game Design in Diploma Program (2 Year)	Conestoga college, Kitchener, Ontario, Canada.	2021-2023	75.88%
B. Tech Information Technology	C.S.P.I.T, CHARUSAT, Gujarat	2015-2019	65.72%
HSC (12 th)	Sett R.J.J High School Valsad	2014-2015	68%
SSC (10 th)	Sett R.J.J High School Valsad	2012-2013	77%

ACADEMIC PROJECTS

1. Term Projects

Sr. No.	Name of project	Technology/ Programming Language	Semester
1	Education Game with AR and VR	C#, Unity3D, 3DS-max, Vuforia, Paint3D	(BTech - 8th)
	Our Educational App focuses on helping children who struggle with math by starting with the basics and gradually progressing to advanced concepts, such as Vedic Math. We created a 3D game that is both educational and fun to play. We also incorporated emerging technologies such as AR and VR into our project. The game engine we were Unity 2018. During my used internship at Hari Skyline, I was responsible for coding, UI, and game design.		
2	Quiz Application	Java, Android, XML	(BTech - 7th)
	Our Quiz project is designed to be user-friendly, with 30 questions divided into easy, medium, and challenging levels. The application allows users to attempt all questions and provides the correct answer in real time.		
3	F1 2018(Unity 3D Game)	C#, Unity3D	(BTech - 6th)
	F1 2018 is a Unity 3D game where players strive for the highest score. Users can choose their playing mode, and the game automatically calculates their scores as it runs.		
4	Car Automation	Raspberry pi	(BTech - 5th)
	I want to make Embedded System project, in which I am trying to make system for Car Automation (level2) which we can use in future.		
5	Street Light Online Information	Arduino HTML, CSS	(BTech - 4th)
	In this Project is all about “Street Light Online Information”, street light information on webpage. Idea present on Internet of Things.		
6	Hand Motion Moving Car	Arduino	(BTech - 3rd)
	Hand Motion Moving Car is a cutting-edge application that allows users to control the movement of a virtual car using the motion of their hand on their smartphone screen. This innovative use of Gyroscope sensors provides a unique, engaging, fun, and intuitive experience. With a user-friendly interface and responsive controls, the application simulates the experience of driving a real car, providing an immersive and exciting experience that will entertain users of all ages.		

7	2D platform game	Unity 3D	(Game Design – 1st)
	The survival-themed game presents players with various challenges, including enemies, spikes, and power-up objects. The game aims to survive as long as possible and overcome all the obstacles. Players must use their skills and strategy to progress through the levels and reach the end of the game.		
8	Space Vampire	Unity 3D	(Game Design – 2nd)
	The Vampire Survival Game is a thrilling adventure where players must evade and survive against a growing horde of vampires. If the number of vampires overwhelms, the player must find a way to escape to another planet and start anew. With challenging gameplay and stunning graphics, the Vampire Survival Game is an exciting and engaging title that will keep players on the edge of their seats.		
9	Maze	Unit 3D, Pro builder	(Game Design – 2nd)
	The Maze Game is an immersive and challenging adventure that tests players' problem-solving skills and reflexes. Built using Unity3D Pro Builder, the game features stunning visuals and intricate mazes that keep players engaged for hours. With various difficulty levels and gameplay options, the Maze Game is a must-play title for anyone looking for a fun and immersive gaming experience.		
10	Combat Map	Unity 3D, Pro builder	(Game Design – 3rd)
	The Combat Map is a dynamic and customizable environment for intense combat scenarios. Built using Unity3D Pro Builder, the map features a range of obstacles and strategic positions, making it the perfect setting for exciting battles. With endless possibilities for customization, the Combat Map offers an immersive and engaging experience for players looking for a dynamic and challenging combat environment.		
11	Drone Survival	Unity 3D, Pro builder	(Game Design – 3rd)
	The 3D Survival Map is an exciting and immersive environment where players must navigate through obstacles, avoid enemy drones, and use teleportation to survive. Built using Unity3D Pro Builder, the map features stunning 3D graphics and dynamic gameplay mechanics that keep players engaged for hours. With various challenges and obstacles to overcome, the 3D Survival Map offers a unique and thrilling survival experience for players seeking an immersive and exciting adventure.		

TECHNICAL AREA OF INTEREST

- Level Design in Unity3D.
- Game Design in Unity3D.
- 3D Modeling in Maya and Blender.
- 2D art in Photoshop and Illustrator.
- Animation in Maya and Unity.
- Texturing in various software.
- VFX & Shaders in Unity3D.
- Game Programming in C#
- Graphic Design in Photoshop and illustrator.
- Web Development in HTML, CSS, and JavaScript.
- Data Structure and Algorithm
- App Development in Android Studio.
- Electronics software and language in Arduino and Raspberry pi.
- Robot Technology like mechanical and electronics.

ACHIEVEMENT

- Secured 49% in the course "Introduction To Algorithms And Analysis" in NPTEL (National Programmed on Technology Enhanced Learning) held in October 2017
- Successfully Completed Course on "Relational Algebra" held in April 2017 by Stanford (Online)

PARTICIPATION (WORKSHOPS/EVENTS/SEMINARS)

YEAR

- | | |
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| • Internet Of Things Workshop (at CHARUSAT) | 2018 |
| • Python for Machine Learning by ACM (at CHARUSAT) | 2017 |
| • Android Workshop (at CHARUSAT) | 2015 |

PERSONAL SKILLS

- Creative and logical
- Problem solving ability.
- Co-operative and keen observer
- Confident and Determined
- Quick Learner and positive thinker
- Flexible
- Interpersonal and Caring

DECLARATION

I hereby declare that all the details furnished above are true to the best of my knowledge and belief.

A handwritten signature in black ink, appearing to read 'Mitkumar Patel', enclosed within a circular scribble.

MITKUMAR PATEL