B H A V E S H   R A T H O D

U N I T Y   D E V E L O P E R

C O N T A C T

7698718287

rathodbhavesh1611@gmail.com

Ahmedabad , Gujarat

S K I L L S

Strong communication and teamwork abilities

Proficient in Unity 3D, C#, and Unity UI

Experience with game physics

Knowledgeable in VR/AR development

Familiarity with version control systems (Git, SVN)

E D U C A T I O N

Bachelor of Engineering in Computer Engineering

Gujarat Technological University

2014-2018

L A N G U A G E S

English

Hindi

Gujarati

P R O F I L E

Experienced Unity Developer with 5 years of expertise in designing, developing, and deploying interactive applications, including multiplayer games and API integrations. Proficient in C# programming, Unity UI/UX design, and implementing complex game mechanics. Skilled in optimizing game performance and integrating APIs to enhance functionality across mobile, AR/VR, and desktop platforms. Demonstrated success in collaborating effectively within cross-functional teams to deliver projects on schedule and within budget constraints. Passionate about leveraging emerging technologies and continuous learning to drive innovation in game development and deliver exceptional user experiences.

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3 M E N   S T U D I O

Unity Developer

3 Year

- Developed interactive and visually appealing games and simulations using Unity 3D.
- Implemented gameplay mechanics, UI features, and game systems.
- Optimized performance for various platforms, including desktop and mobile.
- Collaborated with artists, designers, and other developers to deliver high-quality products.
- Conducted code reviews and provided constructive feedback to team members.

C A P E R M I N T   T E C H N O L O G I E S

Unity Developer

1 Year

- Prototype and iterate on game ideas quickly to test and validate gameplay concepts.
- Implement gameplay mechanics, features, and systems for real money mobile games using Unity.
- Optimize games for performance and responsiveness on mobile devices.
- Collaborate closely with game designers, artists, and other developers to create cohesive and engaging player experiences.
- Best practices in multiplayer using soket.io games development.
- Bone many R&D as per demand deploy successfully.

3 M E N   S T U D I O

Unity Developer

1 Year

- Architected and deployed core gameplay systems for a high-fidelity mobile title and an immersive Meta VR project, ensuring seamless cross-platform functionality.
- Engineered VR-specific interactions using the Meta XR SDK, optimizing spatial UI and hand-tracking mechanics to enhance user presence and comfort.
- Spearheaded performance profiling and optimization passes (draw calls, memory footprint, and shaders) to maintain a consistent 72/90 FPS on standalone VR hardware and mid-range mobile devices.
- Mentored junior developers through rigorous code reviews and technical documentation, establishing best practices for scalable Unity architecture within the team.

CORE PROJECTS

1. LUDO FANTASY
Ref link :- Click Here

- Utilized Socket.IO to establish seamless, real-time communication between players, ensuring synchronized game states and actions.
- Integrated secure payment gateways and transaction handling to manage real-money stakes and ensure safe and reliable financial operations.
- Optimizing network communication and reducing latency, resulting in smooth gameplay experiences for users.
- Implemented robust systems for real-time game state synchronization, including player moves, game board updates, and result determination.

2. SKILL FANTASY
Ref link :- Click Here

- **Racing Fantasy :** Utilized Photon Engine to implement real-time multiplayer functionality, enabling smooth, synchronous racing experiences for multiple players.
- Visually stunning 3D racing game with fantasy elements using Unity, focusing on high-quality graphics and immersive gameplay.
- **Snack and Larder :** Optimizing data transmission and network synchronization through Socket.IO, ensuring smooth and responsive gameplay.
- Implemented data integrity and security during real-time communication, including encryption and secure data handling practices.
- I have also integrate two more games in Skill Fantasy : **Classic Ludo** and **Point Ludo**.

3. Hidden Gems of Bermuda 2 Game
Ref link :- Click Here

- Created a match-3 puzzle game with additional mini-games including card matching, maze navigation, and solving puzzles.
- Integrated various mini-games to enhance player engagement and variety.
- Optimize games for performance and responsiveness on mobile devices.
- Integrated user-friendly interfaces and optimized the overall UX to create an enjoyable and intuitive player experience.
- Identified and resolved bugs and technical issues to maintain a seamless gaming experience.
- done many R&D as per demand deploy successfully.

4. Home Design : Miss Robins Home
Ref link :- Click Here

- Crafted intuitive and enjoyable match-3 mechanics, ensuring a seamless and addictive player experience through balanced difficulty progression.
- Integrated rewarding feedback systems
- Conducted extensive user testing and analysis to refine game features, resulting in improved player retention and satisfaction.
- Deployed real-time analytics tools to monitor player behavior and in-game metrics, facilitating immediate data-driven adjustments and targeted feature enhancements.
- done many R&D as per demand deploy successfully.

5. Knockout Wars
Ref link :- Click Here

- Created mobile fighting game centered around dynamic fireball combat, offering players an exhilarating and competitive experience.
- Integrated a robust multiplayer PvP infrastructure, supporting global player interaction and competition, and facilitating real-time battles and alliances.
- Managed post-launch updates, including new content releases and balance adjustments.

6. Ultimate Monster Truck: 3D
Ref link :- Click Here

- develop a high-octane, free-to-play game featuring extreme car stunts and diverse monster trucks.
- Implemented advanced physics and stunt mechanics, enabling players to perform daring and realistic monster truck stunts on intricate, impossible tracks.
- Integrated monetization strategies within a free-to-play model, including in-app purchases and ads, to drive revenue while maintaining player engagement.

7. Shemaroo Verse

Ref link :- Click Here

- **Multiplayer Architecture** : Engineered a persistent 3D virtual world using Photon Fusion, enabling real-time synchronization for hundreds of concurrent users across social hubs and mini-games.
- **Cinematic Interactive Systems** : Developed a multi-tier Virtual Theater system (Public, Private, and Kids) supporting synchronized video streaming, ticket booking logic, and private "watch party" multiplayer functionality.
- **Movie-Based Mini-Games** : Blue (Action-Adventure): Architected a complex underwater mission featuring AI shark combat, oxygen management systems, and procedural puzzle-solving (door passwords/tunnel navigation) culminating in a boss fight.
- Bhagam Bhag (Endless Runner): Built a high-performance 3D runner mechanic with custom environment assets inspired by the original film IP.
- **Social & AI Integration** : Implemented a Location-Based Dating Hub with real-time matchmaking and chat functionality similar to modern social networking apps.
- Integrated **Generative AI NPCs** in the AI and Celebrity rooms, allowing users to have natural language conversations with digital avatars of Bollywood stars.
- **R&D & Optimization** : Conducted extensive research into optimizing large-scale 3D environments and video texture rendering to ensure smooth performance across mobile and VR platforms.

8. Tango Charlie

Drive link :- Click Here

Meta Store :- Click Here

- **Immersive VR Combat :** Engineered a comprehensive military simulation for Meta Quest, featuring realistic weapon handling, grenade physics, and haptic feedback systems.
- **Complex Mission Architecture :** Developed 9+ high-stakes missions (4 Main, 4 Mini, and a historical Kargil War expansion) featuring diverse gameplay loops including stealth, rescue, and base security.
- **Advanced Interaction Systems** : Environmental Mechanics: Built VR-specific movement systems for ice climbing, bomb defusal, and wire-cutting puzzles.
- **Vehicle & Pursuit Physics** : Scripted high-speed vehicle chase sequences involving mounted combat against AI-controlled cars and helicopters.
- **AI & Environment Design** : Programmed tactical AI for terrorists and wildlife across varied environments (Night Jungle, Industrial Factory, and Snow-covered Kargil terrain).
- **Kargil War Expansion** : Designed a historically-inspired "Kargil" mode, optimizing high-poly snow environments and particle effects (blizzards/explosions) to maintain stable 72+ FPS on standalone VR hardware.