

Het Zinzuwadiya

Computer science student
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EDUCATION

BACHELOR OF INFORMATION TECHNOLOGY (B.sc IT) IN COMPUTER SCIENCE

Ganpat University, 2022-2025

- CGPA:8.82/10

HIGHER SECONDARY (CLASS XII)

Shree Divyajyot school, Viramgam, NCERT, 2020-2022

- 75% (84.41PR) with focus on Accountancy, Statistics, Business Studies, Economics, and Computer Science

ACADEMIC PROJECTS

RECOMMENDATION 3D GAME USING UNITY AND C#

- Built an engaging 3D game using Unity and C#.
- Designed dynamic city environments with interactive waste collection mechanics.
- Implemented obstacle detection, level progression, and task tracking systems.

Project Name: **Waste Disposal Adventure**

The objective of the game is to educate and engage players in the importance of proper waste disposal through a fun and interactive cycling adventure. Players ride a bicycle through busy city streets, collecting waste from designated areas while avoiding traffic, roadblocks, and other obstacles. They must navigate efficiently using an in-game map, deliver the collected trash to recycling centres, and complete assigned tasks within each level. The game promotes awareness of environmental responsibility and encourages a cleaner, greener lifestyle through each successful mission.

INTERNSHIPS

Jan-April 2024

Ganpat University

GUNI-WSRIP (Winter Internship Program 2023-2024)

-Developed Make a scanning shop for digital shopping Website using HTML, CSS, JavaScript and Python.

-Working with Team on Designing, Existing Backend Code, and Improving Performance.

RELEVANT SKILL

- **Technical Skills:** C, java, python, .net, HTML, CSS.
- **Soft Skills:** Emotional Intelligence, Time Management, Teamwork, Creativity.

LANGUAGES

Gujarati (Native)

Hindi

English