CURRICULLUM **VITAE**

CHAUHAN MAYUR V.

Mid/Senior Unity3D Game Developer (3.5 Years)
B.E. in Computer Science

Presonal **Information**:

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About **Myself**:

As a passionate PC gamer and game developer, I have experience of creating small scale 2D hypercasual stratergy game with over 150 levels, an idle clicker game, a hyper casual car racing game and 3D Air-to-ground attack action-adventure airplane game. I had also worked on untitled 3d dungeon stratery game as a freelanced unity3d developer. Although I am a Unity3D game developer but also looking for opportunities to work on project being developed with Unreal Engine.

My **Life Goal**:

I am a highly motivated and passionate game developer with a dream of working at a top gaming studio and creating visually stunning and engaging AAA games. I am dedicated to staying current with the latest industry trends and technology, and am eager to collaborate with other game development professionals to bring my ideas to life. My ultimate goal is to be a part of a successful AAA game development team and make a lasting impact in the gaming industry.

Work Experiences:

June **2022** – June **2023**　　　　　Contract - **Unity3D Game Developer**

I was working with an Indie Game Studio "Gopokyo Inc.", based in Canada, as a Freelanced Unity3D Game Developer on contract bases. We were working on an untitled AA game tile for PC/ Console. In this time period my skills were being tested everyday and I learned new things everyday. I have worked on various aspects of game development including game design, architecture design and implementation. Here i have worked on Behaviour Trees, Finite State Machines, Dependency Injection, plugins like NodeCanvas, BGDatabase, Rewired and FMOD, also learned Architecture Design Patterns and sharpened my skills in the same. I have helped the team in creating a card deck skill tree from scratch, some part of the game combat mechanics for multistriking, and helped in implementatation of game save and load system.

June **2021** – June **2022**　　　　　　**Unity3D Game Developer**

I was working with "Newspace Research and Technology", Bengaluru as a Unity3D Game Developer. Newspace reseach technology had aquired a Game development studio based on delhi named "Threye Interactives" under which we are working on game mobile game development projects. In my prohibition period I have made an instant version of the a game, and finished the development of the game FighterPilot: HeavyFire which was leter handed over to me from midway development, also this game came Runners up in the Best Studio Game of the Year category for IGDC Awards 2021.

January **2020** – May **2021**　　　　　　**Jr. Game Developer**

I had started my career with "Invisible Fiction", Anand. as a Unity3D Game Developer, and I have developed 3 android/ ios mobile games for the company. In these time period, I learned a lot about game development, how a game is pitched as an idea, and from that concept idea to prototype and a user likable fully functional game is a lot of fun and challenging process.

Project Work:

FighterPilot: HeavyFire (2021)   Android / iOS
(Runners up in Best Studio Game of the Year in IGDC Awards 2021)

Genre   :   action adventure air to ground attack game

Description :   It's a singleplayer action adventure game in which users can fly their favourite aircrafts and completes the amazing 50+ missions. Player can unlock beautiful aircraft skins for their favourite aircraft. I have worked on to finished this on ongoing project, created and instant version of the game and optimized the game heavily and deliver it to the both Google play console and iOS app store.

The LLP Tycoon (2021)   Android / iOS

Genre   :   Idle clicker tycoon game

Description :   It's a money-making law firm building game where the player is a new graduate, fresh out of law school name Ed Cutty, who wants to start his law firm. He starts with a single floor to running multiple law firms and owning and selling several buildings. I have worked on this game from start to end. The entire game was made using using scratch code without using any third party assets tools.

007 - The Game (2020)   iOS

Genre   :   Hyper casual car racing game

Description :   007 – the game, is a hyper-casual racing genre game in which the user has to keep a check on fuel and power-ups and race to the finishing line. This game was in prototype when I had started working and finish the remaining development process.

Rage Ball (2020)   Android

Genre   :   2D strategy game

Description :   Rage Ball is the fun-loving arcade game where you get limited numbers of player balls, which you can move up-down to shoot towards stars to collect the maximum numbers of stars available in the stars.

Education Qualifications:

August **2014** - February **2019**   **B.E. in Computer Science**

Completed study of Bachelor of Engineering in Computer Science and Engineering with **CGPA 7.99** (First Class with Distinction) from Gujarat Technological University at DJMIT (Dr. Jivraj Mehta Institute of Technology) Mogar, Anand

July **2011** – August **2014**   **Diploma in Computer Engineering**

Completed Diploma in Computer Engineering with **CGPA 7.71** (First Class with Distinction) from Gujarat Technological University from Government Polytechnic Ahmedabad, Gujarat.

Technical Skills:

GameDevelopment Skills:

Meta GamePlay	:	Excellent
Code Architecture	:	Good
Game Debugging	:	Good
Game Optimization and UI	:	Good
Game Design Documentation	:	Good
2D/ 3D Physics, Animations	:	Normal
Materials, Shaders, Particle Effects	:	Normal

Software Skills:

In Unity3D my expertise is in UI management, game optimization, plugins integration, data analytics and asset management. I have worked with third-party plugins like **Facebook SDK**, **Adjust SDK**, **PlayFab SDK**, **GameAnalytics**, **Google Ads**, **IronSource SDK** and **AppsFlyer SDK**, I am familiar with the unity tools like **PlayMaker FSM**, **NodeCanvas**, **Odin Inspector**, **BGDatabase**, **Rewired**, **MasterAudio**, **Wwise** and **FMOD**.