

Arin Gujarati

Unity Game Developer | Python | Game Programmer | C# | C++

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Hi! I'm Arin, a game programmer from India, and I've been making games since I was 18. Here you can see some of the projects I've been able to contribute to as well as some of the personal fun projects I've been working on. I have strong perseverance for learning new things and taking on challenges, and I always like to put some extra time into polishing my creations to make sure the creative vision is achieved in the best possible way. I've always been extremely curious about the technical side of games. a team-oriented programmer who strives to write clean, cache-friendly code. I'm always eager to learn and leverage my skills to facilitate unforgettable gameplay and narrative-driven experiences.

WORK EXPERIENCE

Unity Game Developer, Full-time

July 2023 to August 2024

Artoon Games, Surat, Gujarat

Bingo Game: Developed and uploaded a Bingo game to Facebook Gaming, focusing on social features and web-based optimization.

Coin Master (Glance platform):

API Integration: Connected multiple APIs for key game functionalities.

Social Interactions: Implemented features for attacking friends' villages, sending taunt cards, and retaliation.

Event System: Developed time-bound events to enhance gameplay.

Dynamic Weather System: Integrated real-time weather conditions, including day/night cycles, rain, and thunderstorms.

Skills: Unity, API Integration, Real-time Multiplayer Mechanics, Event Management, Dynamic Environmental Effects, GitHub, HTML

Unity Game Developer, Full-time

June 2022 to July 2023

Vasundhara Infotech, Surat, Gujarat

I have worked on a variety of games, including a car racing game with improved physics and camera movement, a music-based game that automatically updates its song list, a pet grooming game with text-to-speech and in-app purchases, a burger puzzle game with raycast and social media integration, and a 3D rolling ball game with themed environments and Google leaderboards.

- Car racing on impossible track: I improved the car physics, camera movement, Google Ads, car upgrade system, and full game reskin.
- Tiles Dancing Ball: We use the backend in this game to download songs from the server to the mobile device. If we implement a new song, we simply add it to the server, and it's automatically added to the game.
- Rescue cat - pet grooming game: This game was built entirely from scratch by me. Text to Speech, In-App Purchase, IronSource SDK, and Facebook SDK were all implemented. a 2D game that contains multiple level modes.
- Serve burger puzzle food game: This game was built entirely from scratch by me. Raycast, In-App Purchase, IronSource SDK, and Facebook SDK were all implemented. This game is challenging and fun and is a great way to learn different cooking skills.
- 3D rolling ball: I implemented themes in this game, such as the horror theme and the forest theme. as well as implemented new quality 3D objects in the game. also implemented Google leaderboards and achievements in the game.

EDUCATION

Sangai International University, Churachandpur, Manipur
Diploma in computer science (June 2019 to July 2022)

Baps Swaminarayan Vidyamandir, Surat, Gujarat
Secondary school certificate (June 2018 to March 2019)

SKILLS & OTHER

C#, Python, Unity, Git, GitHub, IronSource Sdk, Facebook Sdk, Photon

Certifications

Masters in game Designing & Development
Red & White Multimedia Education Official

C - Language
ABC COMPUTER EDUCATION

Languages

English
Professional working proficiency

Gujarati
Native or bilingual proficiency

Hindi
Full professional proficiency