

LABHANSH PATEL

UNITY GAME DEVELOPER

CONTACT

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- Links:

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www.linkedin.com/in/labhansh-patel

GitHub:
<https://github.com/LabhanshPatel>

Portfolio:
<https://patellabhansh.wixsite.com/portfolio>

EDUCATION

BACHELOR IN COMPUTER SCIENCE

Shri Govindram Seksaria Institute
of Technology and Science
(SGSITS) | 2019-2023

SKILLS

- C#
- Unity Engine
- Multiplayer
- Backend Integration

PERSONAL SKILLS

- Creative Spirit
- Fast Learner
- Unique Thinking
- Logical Thinking

PROFILE

I'm a passionate game developer with good hands-on Unity software(5 years of experience). Currently, I'm working as a full-time employee at WebMobril Gaming Studioz
(Please do check my portfolio in the “Links” section)

EXPERIENCE

Unity Developer WebMobril	Nov 19, 2023 - Current
Unity Developer AppCake	(March 1- April 1)2023
Unity Developer Lipy Media	(Jan 1- March 1)2023
Freelance	July 15, 2021 - Oct 30, 2023
Unity Developer Intern Tera Bhai Entertainment	(April 15-Aug 15)2021

PROJECTS

RUSH DRIVE 3D

Client's Project | (May - Current) 2024
Try yourself: [link](#)

- Worked on lane switching car controller for player and ai cars with smooth and optimized movements.
- Dynamic downloading system using Addressables and AWS Bucket.
- Worked in co-ordination with a dedicated game designer and used scriptable objects to segregate data from logic, which made design modifications in the game much more designer-friendly.

WORD WRAP

Client's Project at current job | (March - Current) 2024

- Made 4 player online multiplayer using photon.
- Added global leaderboard for the game to show top performers.
- Handled 4 players dis-connection cases.
- Google, Facebook and Apple login.
- Ads, Achievements, In-app purchase and other SDK's integration.
- Cross platform support