DHARMIK GOHIL

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EDUCATION

Charotar University of Science and Technology [CHARUSAT University]   JUN 2023 - JUN 2027
- Bachelor of Technology in **Information Technology** Currently in 3rd Year.

SKILLS

- **Languages**   C#, MERN Stack
- **Game Development Tools**   Unity (2D/3D), AR Foundation, XR Interaction Toolkit, Photon Networking, Unity AR & VR (Oculus, Android), Lighting & Baking
- **Web Technologies**   ReactJS, NodeJS, REST APIs
- **Technologies/Frameworks**   Git, GitHub, GitHub Actions Unity Version Control (Plastic SCM)

EXPERIENCE

- **Ahura Technoshoft LLP**   AR/VR & Game Developer   May 2025 - July 2025
  DESIGNED CLEAN, USER-FRIENDLY INTERFACES FOR WEB AND MOBILE APPS. CREATED WIREFRAMES AND PROTOTYPES, IMPROVED USABILITY, AND COLLABORATED WITH DEVELOPERS FOR SMOOTH IMPLEMENTATION.

- **IIT Bombay TechFest** Game Dev. Workshop   Dec 2024
  CONDUCTED A GAME DEVELOPMENT WORKSHOP AT IIT B, WHERE I BUILT A MARIO GAME USING C# AND UNITY.

- **TechnoHacks EduTech Official** UI/UX Designing   Feb 2023 - March 2023
  UI/UX DESIGN INTERN AT TECHNOHACKS EDUTECH, CREATING INTUITIVE AND ENGAGING USER EXPERIENCES.

PROJECTS

- **AR/VR Real Estate Walkthrough |** Unity, C#, AR Foundation, XR Toolkit   May–Jun 2025
  DEVELOPED AN IMMERSIVE WALKTHROUGH FOR EXPLORING FLATS, LOBBIES, AND AMENITIES IN AR/VR. INTEGRATED DYNAMIC FLAT SELECTION UI, TELEPORTATION, BAKED LIGHTING, AND REAL-TIME MOBILE DEPLOYMENT FOR ANDROID AND IOS PLATFORMS.

- **Unity–Flutter AR Plugin Integration |** Unity Flutter widget   Jul 2025
  BUILT A HYBRID MOBILE AR APP BY EMBEDDING UNITY SCENES INTO A FLUTTER APPLICATION. IMPLEMENTED GESTURE SUPPORT, PLUGIN COMMUNICATION, AND REAL-TIME 3D OBJECT LOADING USING .GLB MODELS.

- **Mavericks Battleground-The War Zone |** Unity, C#, Photon, 3D   Dec 2024 - Current
  A FAST-PACED MULTIPLAYER BATTLE ROYALE GAME BUILT USING UNITY AND PHOTON FOR SEAMLESS REAL-TIME GAMEPLAY AND NETWORKING.

- **Super Mario |** Unity, C#, 2D   Dec 2024
  A MODERN RECREATION OF THE CLASSIC SUPER MARIO GAME, DEVELOPED IN UNITY WITH PRECISE PLATFORMING MECHANICS AND SMOOTH ANIMATIONS.

- **Flappy Bird Game|** Unity, C#, 2D   Jun 2024
  A LIGHTWEIGHT AND ENGAGING ENDLESS RUNNER GAME INSPIRED BY FLAPPY BIRD, FEATURING PHYSICS-BASED MOVEMENT AND CHALLENGING OBSTACLES.

- **Fit Sync For Odoo X CHARUSAT Hackathon |** Flutter, MERN Stack, Python   Feb 2025
  A HEALTH AND FITNESS TRACKING PLATFORM INTEGRATING AI-POWERED ANALYTICS FOR PERSONALIZED RECOMMENDATIONS, BUILT FOR THE ODOO X CHARUSAT HACKATHON.

- **SafaiNova For Blinkit Hackathon |** Next JS, MERN Stack, Python, TensorFlow   Mar 2025
  AN AI-DRIVEN WASTE MANAGEMENT SYSTEM UTILIZING MACHINE LEARNING TO OPTIMIZE RECYCLING AND SUSTAINABILITY EFFORTS, DEVELOPED FOR THE BLINKIT HACKATHON.

ACHIEVEMENTS

- **1st Winner in "Hack A Vation"–** Gaming Developed Hackathon Fluffy Bird   Dec 2024
- **1st Rank in "Code Ride Clash" At CDMI [C, C++] –** Demonstrated strong coding skills   Jun 2023
- **Odoo x CHARUSAT –** Secured 9th Rank among Final Teams for Innovative Solutions   Feb 2025
- **Code-A-Thon at Darshan University –** 4hr Instant Hackathon   Jul 2024
- **Blinkit Hackathon at ADY Patil College –** 24hr Challenge on Real-Life Blinkit Issues   March 2025

LEADERSHIP & EXTRACURRICULAR ACTIVITIES

Led 5 Hackathons, guided a team task, and built 5 smart hackathon ideas for Odoo.