Vishal Jangid

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INDIE EXPERIENCE

IMAGESWIFT : Unity Asset Store   Published On: 02 Apr 2024

ImageSwift is an image processing package for Unity that simplifies the process of loading and downloading images in Unity projects.

- Published on [Unity Asset Store](#) under Tools/Utilities.
- Hosted Docs on how developers can use ImageSwift and implement it in projects.

OPPOSITE : Itch.io - 1-BIT Game Jam   Published On: 18 Nov 2023

A monochromatic 2D game that challenges your perception and coordination. Puzzle-platformer where players control both the protagonist and their mirrored counterpart, navigating environment with opposite movements.

- Published on [Itch.io](#) submitted to 1-BIT game jam. Ranked #43 out of 312 in gameplay.

PROFESSIONAL EXPERIENCE

ALLEVENTS.IN : FullStack Developer   Gujarat, India
MAR 2020 - AUG 2020

- Contributed to the existing product (allevent.in) with a team using PHP, AngularJS and ReactJS.

SUFALAM TECHNOLOGIES : Unity Developer   Gujarat, India
Aug 2019 - Oct 2019

- Developed VR rhythm game for Oculus Quest.
- Engaged in a carnival simulation VR game for Oculus Quest with team.

THAMMASAT UNIVERSITY : RESEARCH-BASED INTERNSHIP   Rangsit, Thailand
Sep 2018 - Oct 2018

- Converted Point cloud data to 3D model using MeshLab.
- Visualization of Thai historic temple using voice command and visualization in VR using Oculus Go.

EDUCATION

THAMMASAT UNIVERSITY : Faculty of Engineering   Rangsit, Thailand
2020- Present

- 3.9 GPA (Till 3 Semester)

B K BIET: Bachelor of Technology   Pilani, India
2015-2019

- Major in Computer Science

SKILLS AND ABILITIES

- Game Engine : Unity, Programming Language : C#
- Applied OOP principles and design patterns to ensure robust code architecture.
- Conducted CPU and memory profiling to optimize game performance on mobile devices.
- Implemented Unity localization system for multilingual game support.
- Utilized CI/CD with GitHub Actions and Unity Cloud Build for automated workflows.
- Managed build, signing, and notarization processes for macOS builds.
- Developed, signed, and distributed iOS builds using Xcode.
- Integrated REST APIs using async methods and coroutines.
- Developed multiplayer functionality with Mirror and Photon, including dedicated server builds.
- Created comprehensive documentation for development processes and systems.
- Optimized mobile games for performance and efficiency.
- Developed intuitive, user-friendly interfaces for Unity editor tools.
- Deployed game servers to AWS EC2 and Lightsail for scalable online play.