

DHARMIK GOHIL

7, Dharma Nandan Bungalows, Katargam, Surat, Gujarat, 395004

+91 9624105887 ✉ dharmikgohil395003@gmail.com  linkedin.com/in/dharmikgohil086  github.com/DharmikGohil013

 www.dharmikgohil.art

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 (On Site) 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 Development Workshops Dec 2024
CONDUCTED A GAME DEVELOPMENT WORKSHOPS 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 Development 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.