

DEV MEHUL MODI

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Game Developer | Front-end Developer | Software Engineer

Enthusiastic and innovative software engineering fresher aspiring to excel in the dynamic realms of game and front-end development. Equipped with strong programming skills and a solid foundation in software engineering principles.

Adept at leveraging creativity to craft engaging and interactive user experiences. Proficient in coding, debugging, and problem-solving, with a keen eye for detail. Eager to contribute to cutting-edge projects, apply theoretical knowledge in practical scenarios, and evolve as a versatile Game Developer and Front-end Developer. Committed to continuous learning and staying abreast of emerging technologies to drive impactful contributions in the software development landscape.

CORE PROFICIENCIES

Java, Python, C++, C#, HTML, Visual Basic, Java Script, CSS, Linux OS, Windows, Unity game maker, RPG Game Maker, Android, Studio, IntelliJ, PyCharm, Mac OS, Jupyter notebooks, Anaconda, Godot Game Engine, Unreal Engine, Postgres SQL, Mongo DB, Data Structures, Web Development, Node JS, Team Collaboration, MS Office, Django, Adobe Creative Cloud, Adobe Photoshop, Adobe Illustrator, VMWare, SQL Queries, My SQL, Google Cloud SQL

PROFESSIONAL EXPERIENCE

San Francisco State University | San Francisco

01/2022 to Present

Event Manager

02/2022- present

Direct coordination and execution of events, overseeing key elements such as Sound Mixers, Audio Mixers, Light Board, and Sound Board, ensuring efficient resource allocation and cost-effective practices.

Selected Accomplishments:

- Managed 150+ university-wide events, encompassing academic seminars, student orientations, & alumni gatherings.

Desk Assistant

01/2022- present

Provided expert assistance to residents during lockouts and adeptly addressed various accommodation-related issues.

Selected Accomplishments:

- Demonstrated a steadfast commitment to maintaining a secure and supportive living environment for students.
- Proficiently managed confidential records for a diverse student body, surpassing 500 individuals at the university.

ACADEMIC PROJECTS

- Restaurant Application
- Linux Website
- Messaging App using Android Studio(Java, Kotlin, SQL)
- Clone of Google Chrome
- Zombie Runner Game (C#, Unity Editor & Asset Store)
- Chatbot using Python

CERTIFICATIONS

- Complete Python Developer In 2022: Zero to Mastery
- Coursework: Lists, Arrays, Methods, Functions, Scripting, Web Development, Machine Learning, OOP, Functional Programming, Modules and Debugging
- Complete C# Unity Game Developer 3D Coursework: Coding in C#, Unity Game Engine, Physics related to Game Development, 3D Games, 2D Games
- Relevant Courses: Harvard Courses
- Trinity College Certificate for Phonics (level 3)

EDUCATION & CREDENTIALS

Bachelor's in Computer Science, 2025 San Francisco State University, San Francisco, CA, 3.9/4.0 GPA