KARAN MEHTA

Game Developer

CONTACT

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PROFILE SUMMARY

Creative and motivated aspiring Game Developer with a passion for storytelling, level design, and immersive gameplay. Currently learning 3D development in Unity and skilled in crafting unique game concepts and environments. Quick learner with strong imagination, eager to build engaging and interactive experiences.

EDUCATION

2022-2025
MUMBAI UNIVERSITY

B Sc (Information Technology)

- GPAI :- 9.35

2020-2022
MAHARASHTRA BOARD HSC

- Science PASS 60.50%

2019-2020
MAHARASHTRA BOARD SSC

- 10th PASS 64.60%

LANGUAGES

- C# (for Unity)
- C++
- Python (for tools or scripts)
- HTML
- CSS
- C

SKILLS

GAME DEVELOPMENT ENGINES:

- Unity (C#)

GAME DESIGN & DEVELOPMENT SKILLS:

- Game Mechanics Design
- Player Interaction & Level Design
- AI & Pathfinding (NavMesh)
- Physics and Animations

SOFT SKILLS:

- Problem-Solving
- Creativity
- Team Collaboration
- Time Management
- New Games Ideas

PROJECT

The Desert Way

Role: Indie Game Developer (Solo Developer)
Tools Used: Unity (C#), Blender, Freesound.org, Audacity, Mixamo, Unity Animator
Duration: Sep 2024 – Feb 2025
Description:
Developed a 3D first-person horror game set in an abandoned desert village where players must collect fuel cans while evading a hostile AI-controlled creature.
Programmed enemy AI using Unity's NavMesh and C# for real-time pursuit and dynamic pathfinding.
Designed immersive levels and implemented UI (main menu, inventory, HUD) using Unity's UI Toolkit.
Integrated random jump scare mechanics to enhance player suspense and horror immersion.
Edited and implemented audio effects using Audacity and integrated them via Unity's audio system.
Utilized Mixamo and Unity Animator for character animations and logic transitions.

Rocket Launch

Role: Indie Game Developer (Solo Developer)
Tools Used: Unity (C#), Blender, Freesound.org, Audacity, Meshy
Duration: May 01, 2025 – May 25, 2025
Description:
Designed and developed a 2.5D rocket-launch game with horizontal navigation through obstacle-filled levels in a fully 3D environment.
Implemented vertical launch mechanics with no checkpoints—players must complete levels in one attempt or restart from failure.
Created challenging levels with static and dynamic obstacles requiring precision control and timing.
Built realistic flight controls using Unity physics (thrust, side boosters, rotation, and collision handling).
Designed particle effects for booster flames, thruster bursts, collision sparks, and success celebrations.
Added immersive audio: rocket launch, thruster noise, collision sounds, and level completion cues.
Modeled and textured all 3D assets using Blender and Meshy, and implemented them in Unity.
Handled complete development solo—game design, programming, visual assets, audio integration, particle systems, and testing.

Jungle Adventure 2D

Role: Indie Game Developer (Solo Developer)
Tools Used: Unity, C#, Blender, Unity Animator , audacity, freesoind.org , Unity Assest.
Duration: July 20, 2025 – July 25, 2025
Description:
Player Mechanics: Smooth movement, jumping, falling, and damage system using Rigidbody2D and a state-driven animation setup (Idle, Run, Jump, Fall, Hurt).
Enemy Interaction: Enemy patrols (Frog, Opossum, Bear); player can take damage or stomp to destroy them.
Collision & Collectibles: Cherries collectible system; player respawns on death or falling.
UI System: Real-time health and score display with dynamic updates.
Audio Feedback: Background music, hurt SFX, and restart SFX with contextual playback control.
Game Flow: Auto level restart on death using SceneManager; animation transitions managed via Animator + custom logic.