

VAIBHAV RATHOD

GAME DEVELOPER • 3D / INTERACTIVE DEVELOPER

Ahmedabad, Gujarat | +91 9316287895 | vaibhav.cre.tion@gmail.com
GitHub: github.com/VR-Rathod | LinkedIn: linkedin.com/in/vaibhav-rathod9

PROFESSIONAL SUMMARY

Computer Science graduate and developer transitioning into game development, with professional experience building interactive web applications and hands-on familiarity with real-time 3D and creative tools. Experienced with Unreal Engine, Godot, Blender 3D, Three.js, JavaScript, animation libraries, Git/GitHub, and UI/UX workflows. Also experienced in player-facing technical support, including gameplay and technical issue investigation. Interested in gameplay programming, 3D game development, interactive experiences, and game systems.

GAME DEVELOPMENT & TECHNICAL SKILLS

Game Engines & 3D: Unreal Engine, Godot, Blender 3D, Three.js

Game / Interactive Development: 3D interactive experiences, animation, gameplay-oriented prototyping, UI systems

Programming: JavaScript, HTML, CSS, PHP, Python; Node.js and Express.js (beginner)

Web & UI: React.js, Next.js, GSAP, Anime.js, Svelte, Bootstrap, responsive UI

Tools: Git, GitHub, VS Code, PyCharm, Figma, Adobe tools

Additional: API integration, debugging/troubleshooting, collaboration, problem-solving

PROFESSIONAL EXPERIENCE

Krishang Technolab — Web Developer | November 2024 – Present

- Build and maintain responsive web applications using React.js and Next.js.
- Develop interactive UI experiences and animations using GSAP and Three.js.
- Implement theme customization, plugin integrations, and UI enhancements in WordPress.
- Collaborate with designers and backend teams to deliver API-driven features and polished user experiences.

TELUS Digital — Player / Technical Support | Player-facing technical support

- Resolved gameplay, account, and technical issues while maintaining timely and structured player support.
- Diagnosed complex technical problems and applied systematic troubleshooting approaches.
- Investigated recurring gameplay and technical issues and escalated complex cases to specialized teams.
- Handled high-volume player queries while maintaining service quality and professional communication.

Acmegrade — Web Development Intern | September 2023 – November 2023

- Developed a house-price prediction application using Python, NumPy, pandas, and linear regression.

InfoLabz IT Services — Web Development Intern | July 2023 – August 2023

- Built a real-time news web application using React.js, Bootstrap, and API integration.

SELECTED PROJECTS

Real-Time News Website | React.js, JavaScript, HTML, CSS, Bootstrap, API

- Developed a multi-category news website using the Inshorts API for real-time content delivery.
- Built responsive pages and reusable UI components for different news categories.

Personal AI Assistant | AI / Automation

- Developed an AI automation assistant designed to accept voice input, interpret commands, and automate computer actions.

Game Development Portfolio | Unreal Engine, Godot, Blender 3D

- Hands-on learning and prototyping across Unreal Engine, Godot, and Blender 3D; add completed game titles, gameplay systems, playable builds, and portfolio links here.

EDUCATION

Bachelor's Degree — Computer Science Engineering, Amiraj College of Engineering (GTU) | 2020–2024

MBA — Indira Gandhi National Open University (IGNOU) | 2025–2027, pursuing

CERTIFICATIONS & ADDITIONAL PROJECTS

- Data Visualization: Tata Group — data visualization, analytics, credit analysis, marketing strategy, and problem-solving.
- Software Engineering Job Simulation: Standard Bank Group — software development, image processing, data integration, authentication, and security.