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## WEBSITES, PORTFOLIOS, PROFILES

- <https://meet133patel.github.io/Bio/>
- <https://meetpatel133.artstation.com/projects/8bBYzm>

## EDUCATION

Diploma: Game Design  
**Conestoga College**, Kitchener,  
Ontario, Canada, April 2023  
GPA: 88%

B. Tech.: Information  
Technology  
**C.S.P.I.T, CHARUSAT**,  
Gujarat, India. , May 2019  
GPA: 65.72%

# PATEL MITKUMAR ASHOKBHAI

## PROFESSIONAL SUMMARY

A challenging, growth-oriented job that values innovation and teamwork is being sought, with a desire to expand skills through hands-on experience and training while contributing knowledge to an organization. A workplace that supports individual growth and offers a clear path to career advancement is hoped for, with the ultimate goal of making a positive impact on the industry and the world by working with like-minded individuals who share a passion for making a difference.

## WORK HISTORY

October 2021 - Current

**Olymel - Production Operator**, Paris, ON

June 2019 - May 2021

**GameEon - Level Designer**, Mumbai

- I enhanced gaming engines and tools, optimizing productivity. By creating 3D models, textures, and animations, I met technical specifications and design objectives to deliver **Mumbai Gullies** game, and developed 2D/3D mobile games with Unity 3D.

December 2018 - May 2019

**Hari Skyline - Game Designer**, Ahmedabad

- I established project documents, assisted with idea generation, managed requirements, and created 3D assets for video games. I optimized performance and developed game levels, enhancing the user experience on PC and mobile platforms.

## CERTIFICATIONS

Level Design in Unity3D. Game Design in Unity3D. 3D Modeling in Maya and Blender.

## SKILLS

### Technical Skills:

- Game Engine: Unity 3D
- Creative Software: Maya, Photoshop, Illustrator, Substance 3D Painter, Substance 3D sampler, Substance 3D Stager, Premiere Pro, Audition
- 2D art in Photoshop and Illustrator
- Texturing in various software.

