Raghav Soni

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LinkedIn | **GitHub** | **LeetCode**

Competitive Profiles: Codeforces | CodeChef | GFG | HackerRank

Professional Summary

Software Engineering student (CGPA: 9.02) with experience in Full Stack Web Development, AI/ML, and Game Development. Skilled in C++, Python, JavaScript, Node.js, Express.js, MongoDB, and Unity 6, with strong foundations in Data Structures, Algorithms, and Database Management Systems.

Technical Skills

Game Development: Unity 6, Unity URP, C# Gameplay Programming, 2D & 3D Physics Systems, Object Pooling, State Machines, AI/Enemy Behavior Systems, Particle Systems, Unity VFX Graph, Animator Controllers & Animator Override Controllers, Save/Persistence Systems (PlayerPrefs), Data-Driven Game Design, Mobile Game Optimization (Android)
3D & Asset Pipeline: Blender (Modeling, Procedural Assets), Sprite/2D Asset Workflows, Unity Sprite Import Pipeline, UI/UX for Mobile Games
Programming Languages: C#, C++, C, Java, Python, JavaScript (ES6+), SQL
Developer Tools: Git, GitHub, VS Code, Unity Profiler, Figma, Playwright, PyAutoGUI, Google Cloud
Frontend: CSS3, Tailwind, React JS, Three JS, Responsive Design, EJS
Backend: Node.js, Express.js, REST APIs, Google OAuth 2.0 (Passport.js), JWT Authentication, FastAPI, SQLAlchemy
Computer Science Fundamentals: Data Structures & Algorithms, OOPs, DBMS, Operating Systems, Computer Networks

Education

B.Tech in CSE (Artificial Intelligence & Machine Learning) *2024 – Present*
Parul Institute of Engineering and Technology, Vadodara **CGPA: 9.02**
Achievement: Division 2nd Topper (Top 2%)

Diploma in Game Design and Development *2025 – 2026*
Parul Institute of Engineering and Technology, Vadodara **CGPA: 9.60**

Experience

Full Stack Developer Intern *Jul 2026 – Aug 2026*
Department of CSE (AI & ML), Parul University, Vadodara *2 Months*

- Developed the **IQAC full-stack platform** for Parul University, digitizing student registration, data collection, and administrative management workflows.
- Architected and implemented the backend using **Node.js, Express.js, and MongoDB**, with **Google OAuth 2.0 authentication** and **role-based access control** for secure user management.
- Developed a responsive **EJS-based frontend** with structured forms, validation, and dynamic interfaces to streamline data submission and management.

Projects

Kart Combat *Unity 6, C#, Android*

- Developed core gameplay systems for a 3D arcade-style vehicular combat game, including enemy AI (pickup registry, steer-override behavior) and a modular weapon system (Rocket Launcher, Machine Gun, TNT).
- Built pooled particle VFX (respawn effects, weapon feedback) and pickup/collection systems for smooth runtime behavior.
- Optimized gameplay systems for Android performance.

Devil Bird *Unity 6, C#, Windows/Linux/Android*

- Developed a Flappy-Bird-style arcade game with a Seasons system (unlockable visual themes) and a Civilization system (unlockable character skins), each with independent unlock/progression logic.
- Built a coin-based economy with persistent unlock state (PlayerPrefs-backed), difficulty-scaling pipe spawner (dynamic gap size), and a runtime visual-swap system applying season/character-specific sprites and prefabs at scene load.
- Published cross-platform (Windows, Linux, Android) on itch.io.

VFX Systems — Unity VFX Graph *Unity VFX Graph, Particle Systems*

- Building a personal library of reusable game VFX using Unity's node-based VFX Graph, including impact/respawn effects (growing sphere with particle burst) and weapon-style muzzle/projectile effects.
- Focused on modular, tweakable effect design intended for reuse across future Unity projects rather than one-off effects tied to a single game.

Achievements & Competitive Programming

- Solved 500+ LeetCode problems across core algorithmic patterns, including arrays, trees, graphs and dynamic programming.
- Solved 100+ Codeforces Problems with 1000+ Contest Rating

Certifications

NPTEL: Data Science (Silver Medal), Machine Learning, OS Fundamentals
IBM & Google: Python for Data Science, ARCore, Data Analysis
AWS Academy: Data Engineering, Cloud Foundations
IT Specialist: JavaScript