



Hetal Mehta

Game Engine Programmer

[LinkedIn](#)

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Experienced in Tools and SDKs for AR/VR/MR Development

- **Haptic Feedback Integration:** Expertise in incorporating haptic feedback to enhance immersive experiences.
 - **Unreal Engine (Version 4 and 5):** Proficient in developing high-quality interactive experiences using Unreal Engine.
 - **C++ (CPP):** Skilled in using C++ for developing complex and efficient applications.
 - **Unity3D:** Experienced in creating interactive 3D content and applications with Unity.
 - **Hardware and SDKs:** Extensive experience with Oculus and HTC Vive hardware and SDKs, as well as Google Cardboard.
 - **AR Toolkits:** Proficient in using AR-ToolKit (ARTK) and Vuforia for augmented reality development.
 - **Cross-Platform App Development** (PC, Console, Web, Mobile)
 - **UI/UX Design**
 - **VFX Pipeline Tools:**
 - Programming: **Python** for scripting and automation.
 - Editing and Compositing: Skilled in using industry-standard tools for video editing and compositing.
 - 3D Modeling and Animation: Proficient in Maya and 3ds Max for creating and animating 3D models.
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Experience: [Project Details](#)

BUT Digital, Dubai UAE

Programmer, Unity3D and Unreal

- **Project Work:** Contributed to multiple projects for various events and permanent installations.
- **Hardware Integration:** Integrated diverse hardware, including touch screens, tangible tables, custom motors, sliding screens, and joysticks.
- **Custom Plugin Development:** Developed custom plugins in Unreal using C++ to facilitate easier and faster development and runtime changes.

Mywhoosh, Avrioc, Abu Dhabi UAE

Game Programmer, Aug 2022 - Feb 2023

- **Gameplay Development:** Developed gameplay features using Unreal Engine.
- **UI Blueprint Programming:** Implemented user interface elements with Blueprint scripting.
- **Custom UI Programming:** Created custom UI components using C++ (CPP).
- **Multiplayer Game Support:** Developed and maintained multiplayer game features.
- **Optimization and Bug Fixing:** Conducted profiling for optimization and resolved bugs to enhance game performance.

Ubisoft, Mumbai, India

Mid Programmer, Sep 2021 - Sep 2022

- **Game Porting:** Ported games for Stadia, PS4, PS5, and PC platforms, ensuring compatibility and performance.
- **In-Game API Integration:** Integrated various in-game APIs to enhance functionality and user experience.
- **Tools Used:** Utilized Unity3D, C#, C++, and Unreal Engine for game development..

Byju's, Bangalore, India

Senior Developer (Game Art), Apr 2020 - Jul 2021

- **AR and AI-Based Applications:** Developed interactive educational applications leveraging augmented reality (AR) and artificial intelligence (AI).
- **API Improvements:** Enhanced native C++ APIs to improve functionality and performance.

MPC Films, India

Unity Developer, Mar 2018 - Jan 2020

- **Virtual Production Toolkit:** Developed tools to assist movie directors in reviewing 3D assets and taking reference shots in VR.
- **Pixar USD in Unity3D:** Worked on integrating Pixar's Universal Scene Description (USD) in Unity3D to support the VFX production pipeline.
- **Data-Oriented Tech Stack (DOTS):** Contributed to converting the existing production toolkit into the Entity Component System (ECS) using the DataOriented Tech Stack.
- **UI and UX Redesign:** Redesigned the user interface and user experience for the existing production toolkit, transitioning from 3-object UI to a more intuitive design.
- **Python Development:** Worked on Python-based development of computer graphics (CG) tools as part of the production pipeline rotation cycle.

ImmersiveTouch, Kolkata, India

Unity Developer, Jun 2017 - Feb 2018

- Through my work experience, I gained expertise in haptic device input integration, medical surgery procedure development, and integration with virtual reality (VR) tools such as HTC Vive, Oculus Rift, 3D glasses, 3D monitors, and haptic devices.

Original Dimension, India

Game Developer, Apr 2014 - Jun 2017

- Developed tower defense and infinite runner games.
 - Created AR/VR experiences for platforms like Cardboard and Oculus Rift.
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Education:**[Ahmedabad University](#), Ahmedabad, India**

Master of Computer Application (MCA), Apr 2013 - Apr 2015

- Specialized in Mobile App Development.

[MAAC School of Animation](#), Ahmedabad, India

Diploma in VFX, 2012 - 2013

- Proficient in Adobe Creative Suite (Photoshop, After Effects, Premiere, etc.).
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Certifications:

- Java Standard Edition 6 Programmer Certification Professional Exam, 2014
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Personal Interests:

Traveling, Boxing, Volleyball, Gaming (Favorite Games: World Of Tanks, COD, The Age Of Empire)

Personal Details:

Date of Birth: 21 Jan 1992