Bhavesh Ghade

Mumbai, Maharashtra
bhaveshghade@gmail.com | +91 9511820579 | GitHub | LinkedIn | Portfolio

Experience

RahiiGo LLP **Mar 2026 – Ongoing**

Junior Software Developer *Mumbai, Maharashtra*

- Integrated **Google Maps SDK** for live location tracking, route visualization, and navigation between drivers and passengers.
- Developed ride-booking features, fare estimation, driver matching, and real-time trip status updates.
- Implemented **Kalman Filter-based location smoothing** and bearing-based marker rotation to improve real-time vehicle tracking.

Wiseco Systems Pvt. Ltd. **July 2025 – Mar 2026**

Flutter Developer Intern *Remote*

- Implemented real-time live video streaming using **Agora SDK**, enabling low-latency and scalable live sessions.
- Implemented and managed **vector database** functionality to support high-dimensional data queries.
- Developed **Pinecone-based recommendation system** to deliver personalized user experiences.

WireCraft Labs **Feb 2025 – May 2025**

SDE Intern *Remote*

- Built a full-stack website using **Next.js** for product discovery and purchasing.
- Developed and tested backend APIs integrated with **MongoDB**, using **Postman** for endpoint validation.

Projects

Level Come Again: Troll Game | Godot, GDScript | Google Play Store

- Developed a 2D troll/platformer game with challenging traps and levels.
- Implemented player controls, game logic, level progression, and collision handling.
- Published on Google Play Store with **1k+ downloads**.

Knight Home Coming | Unity, C#, 2d Sprite Animator, Level design, Tilemap | Google Play Store

- Implemented player controls, platform navigation, obstacles, traps, and interactive level elements.
- Developed and published a 2D platformer for Android with a dark fantasy atmosphere.
- Published on Google Play Store achieved **10+ downloads**.

That's a Trap: Fever Meme Game| Unity 6, C#, 3D Game, Level Design | Google Play Store

- Developed 3D meme-inspired trap game, featuring challenging obstacles, interactive environments, and gameplay mechanics.
- Implemented player movement, gameplay controls, trap mechanics, level interactions, and immersive 3D environments.
- Published the game on Google Play Store, achieving **500+ downloads**.

QZone | Flutter, Dart, Node.js, Socket.IO, Supabase | Google Play Store

- Designed and developed a real-time multiplayer **Quiz: Brain and Math App**.
- Published the application on Google Play Store, achieving **1k+ downloads.**

Technical Skills

Game Engines: Unity 6, Godot 4.
Programming Languages: C#, GDScript, Dart, JavaScript, TypeScript, Java, Python.
2D Game Development: Sprites, Sprite Animation, Animation State Machines, Parallax Scrolling, Camera Systems, 2D Lighting.
3D Game Development: 3D Level Design, 3D Environment Design, Player Controllers, Camera Systems, Rigidbody Physics, Collision Detection, Character Movement, Object Interaction, Scene Management.
Level Design: Tilemap Level Design, Traps & Obstacles, Checkpoints, Interactive Environments, Environmental Storytelling.
Game Tools & Version Control: Unity Editor, Godot Editor, Git, GitHub, 2D Spine Animator, Aseprite.
Additional Development: Flutter, Node.js, Express.js, Socket.IO, Firebase, MongoDB, Supabase.

Education

VIVA Institute of Technology (University of Mumbai) **2023 – 2026**

Bachelor of Engineering in Computer Engineering *7.5 CGPA*

Pravin Patil Diploma College (MSBTE) **2020 – 2023**

Computer Engineering *82%*