



Rishav Nath Pati

GameDev | Unity | 2D,3D,AR/VR | C# | Python | JAVA | C++ | C

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Summary

- GameDev with extensive knowledge of C# and Unity3D
- 5+ titles have been released on various platforms (Android, Web, and Windows).
- Hands-on experience with ML and Deep Learning model creation, training and deployment.
- Knowledge of Git, GitHub and other version control systems.
- End-to-end product launch experience.
- Fundamental knowledge of software design, development and testing.
- Love design patterns and a big fan of SOLID principles.

Experience

Convai May 2022-Present
 Interactive Software Engineer Bangalore

<https://convai.com/>

- Designing integrations for LLM and Deep learning-powered Conversational AI solutions with Unity
- Developed a complete end-to-end speech solution using gRPC in C#.
- Made a custom logging system for the SDK
- Engineer user-friendly UI/UX to use the aforementioned solutions
- Working directly with developers, assisting them integrate Convai's Unity SDK
- Mentoring juniors and interns to help them learn SDK development and Unity/C#
- Working on making the SDK WebGL compatible using jslib
- Developed an AI-powered Automotive HMI system in Unity

IDZ Digital November 2021 - April 2022
 Software Engineer Intern Mumbai

<https://www.idzdigital.com/>

- Designed game prototypes from given ideas and incorporated necessary game mechanics
- Used Unity and C# to create prototypes
- Utilized Blender for basic modeling, texture and material remapping
- Worked on game prototypes as part of an internship

Education

Ramakrishna Mission Residential College	2018-2021	Vellore Institute of Technology	2022-2024
Computer Science	BSc	Computer Application	MCA
8.7		8.89	

<https://rkmrc.in/>

- Host and Treasurer during annual college fest for the Department of Computer Science ENVISION'20
- Taught android development to fellow classmates

<https://vit.ac.in/>

- Teaching Assistant for DSA and JAVA course
- Researched and published 2 papers

Publications

Real-Time Computer Vision Based Hand Gesture Recognition June 2024

IRJASH
https://rspsciencehub.com/article_23851.html

Extraction of Brain Tumour from MRI Images using Marker-Based Water-shed Transform April 2022

JMSCM
<https://doi.org/10.15864/jmscm.3304>

Projects

Beatrex Ball
A hyper-casual game at its peak
<https://rishavnathpati.itch.io/beatrex-ball-musync>

Unity, C#, Android

Games at itch.io
<https://rishavnathpati.itch.io/>

Unity, WebGL, itchio

Realtime Hand Gesture Controlled GUI
<https://github.com/rishavnathpati/Realtime-Hand-Gesture-Controlled-GUI>

This project is an interesting conglomeration of ML, Tensorflow, opencv and a few other python libraries which lets you control your mouse and various other graphical inputs(like increasing/decreasing volume, changing screen brightness, seeking to a particular point in a video etc), just by using your hands.

Tensorflow, OpenCV, TFLite, Python

Yoga Asana Trainer
<https://github.com/rishavnathpati/Yoga-Asana-Classifer>

This project uses deep learning to predict the yoga pose you are performing in front of the webcam

Python, Mediapipe, Tensorflow

Journey Under the Sea
https://github.com/rishavnathpati/Journey_Under_the_Sea-Android

A choice-based adventure game. Choose your own adventure and dive deep into the depths of the City of Atlantis.

Topics Stars

JAVA, Android

Languages

C#	Python	Java	C/C++
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Skills

Game Development

Unity3D, C#, Design Patterns

Machine Learning

Tensorflow, Pandas, NumPy, Mediapipe

Interests

Game Development	Machine Learning	Problem Solving
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Certifications

Unity Essentials Pathway

Unity

https://www.credly.com/badges/58a74089-6945-47db-838c-fe71bcb6775f?source=linked_in_profile

Unity Android Game Development

Udemy

<https://www.udemy.com/certificate/UC-c88af806-580f-4ef8-9869-05f80d494eac/>