



MUDIT MAMODIA

GAME DEVELOPER & GAME
PROGRAMMER

CONTACT

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- Alwar, Rajasthan, India
- [Portfolio](#)

EDUCATION

2010 - 2022
ALWAR PUBLIC SCHOOL

- 12th pass

2022 - 2025
ICAT DESIGN AND MEDIA
COLLEGE

- BSc Game Design and Development

SKILLS

- Unity 2D
- Unity 3D
- C#
- Unreal
- C++

LANGUAGES

- English (Fluent)
- Hindi (Fluent)

PROFILE

Unity Game Developer skilled in creating interactive gameplay features using Unity (C#). Experienced in mechanics like voice commands, shooting systems, and AI-driven behaviors. Strong in end-to-end game development, with knowledge of Unreal Engine (C++) and a background in both solo and team-based projects.

EXPERIENCE

College Game Jam

Role: Game Developer

- I have participated in a college game jam where I was responsible for designing and implementing core game mechanics, collaborating with a small team to rapidly prototype and develop a game within a short time frame. My contributions included coding gameplay systems, ensuring smooth player interactions, and optimizing performance for a functional, engaging game experience.

Itch.io Game Jam

Role: Game Developer

- I contributed as part of a 3-member team, where I took on the role of the solo developer. In this collaborative environment, I was responsible for the entire development process, from conceptualization to implementation. I designed and developed a platformer game that featured innovative mechanics, such as a unique hacking system and engaging enemy interactions. The project emphasized teamwork and rapid prototyping, allowing us to quickly iterate on ideas and create a compelling gameplay experience within the time constraints of the jam.