

Aniket Mate

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Summary

I am a Creative Game Developer with experience in Unity (URP, 2D & 3D), Unreal Engine, and gameplay programming. Skilled in building engaging mechanics including parkour systems, physics-based interactions, lock-on combat, tab-based puzzles, etc. Strong background in C#, C++, JavaScript, and game design principles, with proven ability to create both prototypes and polished projects. Passionate about combining technical expertise and creativity to deliver immersive player experiences.

Core Skills

- Game Engines: Unity (URP, HDRP, 2D & 3D), Unreal Engine 5
- Programming Languages: C, C#, C++, JavaScript, Java
- Tools & Software: Autodesk Maya, ZBrush, Substance Painter, ProBuilder, Git/GitHub

Projects

- Worthy (Speedrun Parkour FPP Game) – Designed a vertical tower climb game with levels for College RVJ.
- Aim Tester: Made a simple aim tester web game where you have to click the boxes which appears on the screen.
- Supermarket Ragdoll Game – Implemented Gang Beasts-style ragdoll controls with shopping cart mechanics (Still Working).
- Popp it : Made a Game in Global Game Jam 2024 for the theme bubble. A simple hypercasual bubble pop game
- Risk- Bound: Made a Game with my fellow classmates for brackeys game jam 2025 in unreal engine with isometric hack and slash genre.

Education

M.Sc. in Game Technology (Ongoing)
ICAT Design and Media College – 2026

Bachelor's in Computer Applications.
Shri Mathuradas Mohota College – 2024