

ANKIT MANDAL

Game Developer & Designer

+9192344 35686 mandal.ankit190506@gmail.com [LinkedIn](#) [MyPortfolio](#)
Jamshedpur, Jharkand, India



SUMMARY

I am a highly motivated and detail-oriented Game Developer with over 2 years of hands-on experience using Unity to design and develop engaging, innovative, and immersive gameplay experiences. My expertise spans game mechanics design, responsive UI/UX development, and the creation of robust multiplayer systems using Photon. I bring a unique blend of technical proficiency and artistic creativity, ensuring both functional excellence and captivating player experiences. A collaborative problem solver with a growth mindset, I thrive in dynamic development environments and am constantly exploring new tools, technologies, and trends to push the boundaries of interactive entertainment.

EDUCATION

B.Tech in Computer Science -
Specialization in Gaming Technology
SRM Institute of Science and Technology (SRMIST)
08/2024 - 05/2028 India GPA **9.20** / 10.0

12th ISC - Science
Tagore Academy
03/2023 - 03/2024 India GPA **84** / 100

PROJECTS

Wither Woods

<https://ankit-mandal006.itch.io/wither-woods>

Horror Game developed using Unity and C#

- Created a deeply atmospheric horror experience in a cursed, ever-changing forest
- Developed puzzle and exploration systems using symbolic clues and narrative triggers
- Implemented dynamic fear systems and environment-based tension mechanics

Merry Catcher

<https://ankit-mandal006.itch.io/merrycatcher>

3D Arcade Game developed using Unity and C#

- Designed and developed a 3D gift-collection arcade game with a score-based system
- Created and animated the main character model in Blender
- Built for PC, Android, and WebGL, ensuring smooth cross-platform performance
- Implemented responsive controls, collectible logic, and an engaging gameplay loop

Mr. M

<https://ankit-mandal006.itch.io/mr-m>

Multi-Mode 2D Game developed using Unity and C#

- Built four distinct gameplay modes in one game: vertical jumping platformer, top-down bug-smash score hunt, magma-dodge survival arena, timed obstacle course with procedural generation
- Created all 2D artwork, sound, and interface components

SKILLS


C/C++	C#	Git	GitHub
Java	OOP	Python	Unity
Blender 3D			

INTERESTS

Creative Field

Exploring the intersection of art and interactivity through drawing, digital illustration, level design, and narrative creation

CERTIFICATIONS

 Unity Certified · January 2025

Validated core Unity development and C# scripting skills, including OOPS, animation, game loop logic, physics systems, raycasting, and performance optimization.