ANKIT MANDAL

Game Developer & Designer

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# SUMMARY

I am a creative and detail-oriented Game Developer with a strong passion for crafting immersive and innovative gameplay experiences. I have experience in designing game mechanics, building responsive UI/UX, and developing multiplayer systems using Unity and Photon. A collaborative problem solver with a continuous learning mindset, I blend artistic creativity with solid technical execution to deliver high-quality games

# EDUCATION

## B.Tech in Computer Science - Specialization in Gaming Technology

### SRM Institute of Science and Technology (SRMIST)

08/2024 - 05/2028

## 12th ISC - Science

### Tagore Academy

 03/2023 - 03/2024

GPA

**9.18** / 10.0

# CERTIFICATION

## Unity Junior Programmer *Unity Certified · January 2025* Validated core Unity development and C# scripting skills, including OOP, animation, game loop logic, physics systems, raycasting, and performance optimization.

# SKILLS

**C#** **Git GitHub Java OOP Unity C++ Python**

# PROJECTS

## 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

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

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

# INTERESTS

### Hobbies & Interests

### Interests in drawing, digital art, level design and storytelling