

Archit Mallick

Game Developer

Passionate and driven game developer eager to unleash creativity and innovation in the world of gaming. Armed with a solid foundation in programming and a hunger to learn, I bring fresh perspectives and a collaborative spirit to every project. Let's create immersive experiences that captivate and inspire players worldwide.

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📍 Koraput, India

EDUCATION

B.Tech

National Institute of Science & Technology

07/2018 - 06/2022

Berhampur-Odisha

PERSONAL PROJECTS

Rangso 2D

- A fun 2D platformer game.
- Having multiple levels.
- The gameplay is all about dodging the unidentified traps and move forward.
- Powerups and health system were also included to make a fun gameplay.

Escape Mission

- A fun single player game.
- Player needs to find and get a key for the door to escape the level.
- Player need to escape the level to move to next level.
- Has multiple increasing difficulty levels.

FPS Game

- A 3D prototype game for a single player action genre.
- With proper gun mechanics and multiple gun system.
- The gameplay is centered around a thrilling zombie attack scenario, featuring strategically placed power-ups, health boosts, and ammo drops to enhance the player's experience.

Tic Tac Toe

- Advance Tic Tac Toe game.
- Has multiple mode to play (Multiplayer-Solo player)
- Has multiple mode to play with multiple grid respectively.

Cubing

- A basic 3D platformer type game.
- Sliding cube(Player) moving forward.
- Avoiding obstacles to reach end point and play next level.

SKILLS

Unity

C#

Game Development

Unity2D/3D

Blender

Modelling

Asset Design

Gameplay

ChatGPT

Game Testing

Krita

Level Designing

Platformer Game

FPS Game

LANGUAGES

English

Full Professional Proficiency

Hindi

Professional Working Proficiency

INTERESTS

Gaming

Coding

Listening Music

Football Freestyle