



# DEBNITYA DUTTA GUPTA

GAME PROGRAMMER

## CONTACT

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## EDUCATION

2022 - 2024

ICAT DESIGN AND MEDIA  
COLLEGE

- Master in Game Technology

2018 - 2022

SRM UNIVERSITY

- Bachelors in Computer  
Science

## SKILLS

- Unity 3D
- C#
- C++
- Gameplay Programmer
- Illustrator
- Photoshop

## LANGUAGES

- English (Fluent)
- Hindi (Fluent)
- Bengali (Intermediate)
- French (Basics)

## ABOUT ME

I am a Game Programmer who is interested in making game mechanics old and new and am a Gamer as well who plays lot of different games both PC and Phone to enjoy them as can take ideas for my next project.

## PROJECTS

### Avoid The Packman

YouTube - <https://youtu.be/7oQByJ7lkig>

- A simple 2D game made in unity where you need to avoid the random falling packman to score points.

### DodgerZ

YouTube - <https://youtu.be/E192ZdRpynE>

- A endless runner game where you need to avoid the incoming boxes in your way as you keep getting faster and faster.
- Used simple UI and looping music to make it more interactive.

### Text Based game

- A simple C++ game where you begin from age 0 till the age you die with multiple choices and in mid games to keep you entertained.