# 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

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.