



HRITIK DUTTA

GAME DEVELOPER

dutta.hritik@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

WORK EXPERIENCE

Aug 2021
Mar 2024

Hypernova Interactive

Technical Game Designer

- **Gameplay** and **Technical Designer** on large scale open world mobile project Mayanagari.
- Collaborated with the team to create multiple robust game systems like *Wanted System*, *Vehicle Damage*, *Vehicle AI*, *Combat AI*, and *Vehicle Controller*.
- Led the development of an unreleased hyper-casual project.
- **Tools programmer** for automating workflows in Unity.
- **Technical Artist** for creating realistic visuals within the restrictions of the mobile platform.

Aug 2020
Jan 2021

Monkhub Innovations

Unity Developer

- **Main Developer** on Bump Pong, a multiplayer hyper casual mobile game.
- Worked with Augmented Reality on Unity.
- Additional Help and Problem Solving for other projects.

Mar 2020
June 2020

GamingMonk

Content Writer

- Wrote articles and scripts for numerous videos covering gaming news.
- Started a new series on their YouTube channel to cover lesser known indie games on mobile.

SUMMARY

A [passionate game developer](#) from New Delhi, India. He is known to adapt to any kind of work quickly and learn new tools instantly.

He is your man if you want the job done quickly and efficiently.

SKILLS

Combat Design	<div><div></div></div>
AI Design	<div><div></div></div>
C/C++	<div><div></div></div>
C#	<div><div></div></div>
OpenGL	<div><div></div></div>
GLSL/HLSL	<div><div></div></div>
Unity	<div><div></div></div>
Git	<div><div></div></div>
Plastic SCM	<div><div></div></div>
Data Structures	<div><div></div></div>

PROJECTS

Ongoing

Mayanagari

Game Designer

Gameplay Design • Technical Design • Tools Programming • Technical Art

Ongoing

Hush Hush High

Game Developer

PC Development • Godot Engine • AI Development • Gameplay Design • Technical Design

Feb 2023

The Waiting Game

Game Developer

PC Development • Game Engine Programming • UI Programming • Tools Programming

June 2021

Saving Princess Sita

Unity Developer

PC Development • Unity Development • Level Design • Tools Programming • AI Programming • Sound Design

Sept 2020

Hurry! Flurry

Game Designer/Developer

Gameplay Design • Level Design • Puzzle Design • Tools Programming • Unity Development