



Hritik Dutta

Game Developer

Experience

Unity Developer at Monkhub Innovations Pvt. Ltd.

New Delhi, Delhi, India

August 2020 - January 2021 (6 months)

Worked on and successfully published Bump Pong. A game I worked on as the main Unity Developer. Helped with bug fixing and problem solving in other projects.

Content Writer at GamingMonk

New Delhi, Delhi, India

March 2020 - June 2020 (4 months)

Wrote articles and scripts for numerous videos covering gaming news. I helped start a new series on their youtube channel that covered lesser known indie games on the Google Play store.

Abilities

C/C++

OpenGL

GLSL

Unity

C#

Javascript

Algorithms

Data Structures

Mathematics

Links

 dutta.hritik@gmail.com

 [LinkedIn](#)

 [GitHub](#)

 [Portfolio](#)

Projects

Spedit

June 2021

A spritesheet editor made with my own rendering library using C++ and OpenGL.

Hurry Flurry.

September 2020

My first mobile game I made with my friends using Unity. It is an endless runner mixed with puzzle platformer where the player can turn into solid, liquid or gas to get through as many obstacles as possible.

Solar System Demo

April 2021

A simple solar system explorer demo I made to practice 3D graphics with OpenGL.

Bump Pong

January 2021

A digital version of an old game called Blip. I worked on this game as the main Unity developer during my internship at Monkhub Innovations Pvt. Ltd.

Custom Game Engine

In Progress

I am currently working on my own ECS based 3D game engine/library to make games on using C++ and OpenGL.

Education

Bachelor of Technology, Software Engineering

2017 - 2021

Delhi Technological University

C++ Data Structures and Algorithms

August 2017 - October 2017

Completed C++ Launchpad course from Coding Blocks