



# HRITIK DUTTA

## GAME DEVELOPER

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## WORK EXPERIENCE

Aug 2021 **Hypernova Interactive**  
Mar 2024 **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 **Monkhub Innovations**  
Jan 2021 **Unity Developer**

- **Main Developer** on Bump Pong.
- Worked with Augmented Reality on Unity.
- Additional Help and Problem Solving for other projects

Mar 2020 **GamingMonk**  
June 2020 **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