HRITIK DUTTA
GAME DEVELOPER

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WORK EXPERIENCE

Aug 2021
Present

Hypernova Interactive
Game Designer

- **Gameplay** and **Technical Designer** on large scale mobile project Mayanagari.
- **Game Designer** on small scale hyper-casual project Dojo Defenders.
- **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.
- Additional Help and Problem Solving for other projects
- Worked with Augmented Reality on Unity.

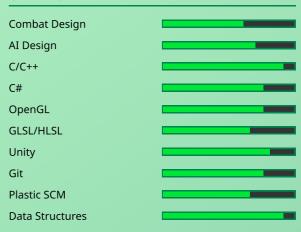**Mar 2020**
June 2020

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.

PROJECTS

Ongoing

Mayanagari
Game Designer

Gameplay Design • Technical Design • Tools Programming • Technical Art

Apr 2021

Bump Pong
Unity Developer

Unity Development • Multiplayer Programming • Tools Programming • Android Development

Feb 2023

The Waiting Game
Game Developer

Game Engine Programming • UI Programming • Tools Programming

June 2021

Saving Princess Sita
Unity Developer

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

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

Skill	Level
Combat Design	▰▰▰▰▱
AI Design	▰▰▰▰▱
C/C++	▰▰▰▰▰
C#	▰▰▰▰▰
OpenGL	▰▰▰▰▰
GLSL/HLSL	▰▰▰▰▱
Unity	▰▰▰▰▱
Git	▰▰▰▰▰
Plastic SCM	▰▰▰▰▱
Data Structures	▰▰▰▰▰