



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.

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