# HRITIK DUTTA
## GAME DEVELOPER

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## WORK EXPERIENCE

**Aug 2021**
**Mar 2024**

**Hypernova Interactive**
**Systems Designer**

- **Gameplay** and **Systems 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 for Level Design, Animation, as well as Art Asset optimization.
- **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.

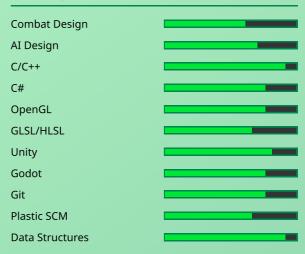**Mar 2020**
**June 2020**

**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.

## PROJECTS

**Ongoing**

**Mayanagari**
**Technical 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

## 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 | ▰▰▰▰▱ |
| Godot | ▰▰▰▰▱ |
| Git | ▰▰▰▰▱ |
| Plastic SCM | ▰▰▰▱▱ |
| Data Structures | ▰▰▰▰▰ |