



# HRITIK DUTTA

## GAME DEVELOPER

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## WORK EXPERIENCE

Mar 2024  
Ongoing

### Hush Hush High

#### Personal Project

- Developed a game from ideation to release on *Godot Engine* using C#.
- Conceptualization** of the core game along with designing all the supporting gameplay systems.
- Engineered** all the systems of the game including *NPC AI*, *Gameplay Systems*, *UI*, *Serialization*, and *Steam SDK Integration*.
- Programmed** tools in C# to boost team productivity and speed up development processes.
- Play tested** the game with a wide range of players and incorporated relevant feedback.
- Successfully set up a Steam Page and marketed the game on various social media platforms.

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*.
- 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.
- Led the design and development of the internal hyper-casual games pod.

Aug 2020  
Jan 2021

### Monkhub Innovations

#### Unity Developer Intern

- 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.

## PROJECTS

Ongoing

### Hush Hush High

#### Game Developer

PC Development • Godot Engine • AI Development •  
Gameplay Design • Technical Design

Ongoing

### Mayanagari

#### Technical Designer

Gameplay Design • Technical Design • Tools Programming •  
Technical Art

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 with over 3 years of experience. 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>
Godot	<div><div></div></div>
Git	<div><div></div></div>
Plastic SCM	<div><div></div></div>
Data Structures	<div><div></div></div>