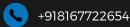


# JYOTIRMOY MONDAL

Game Developer



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(P) Kolkata, West Bengal 700114

Portfolio Click here

## Language

- English (Read-Write-Speak)
- Hindi(Read-Speak)
- Bengali(Mother tongue)

#### **Programming Expertise**

- C±
- C++
- python

#### Certification

- Coursera: Object-Oriented
  Data Structures in C++
- Learn To Create An Online
  Multiplayer Game In Unity
- Artificial intelligence and Machine learning using
   Python

#### Experience

# **ELDC**

- Senior Game Developer 8 Months
- Junior Game Developer 1 year

#### About me

I am a Computer Science graduate from Guru Nanak Institute of Technology (GNIT) with a strong passion for game development. Over the past four years, I have explored the art and engineering behind game creation, gaining hands-on experience with both the **Unity Engine** and **Unreal Engine**. My journey reflects a deep commitment to building interactive and scalable game systems, with a focus on **game mechanics programming**, level design, and system optimization.

With a problem-solving mindset, I've overcome various technical challenges to ensure smooth integration of creative gameplay features and robust system performance. I take pride in contributing to meaningful development projects that offer engaging and polished gaming experiences.

## **Projects**

## **House Of Shadows**

A horror game developed in Unity and published on Itch.io. Featured basic player interactions and cutscenes created using Unity Timeline.

#### Call Of Realms

My first 7-day game jam submission. Built a story-driven experience with a basic ability system, quest system, and narrative design within the limited time frame.

## **Astral Warzone**

A multiplayer PvP shooter made in Unity using Photon. Included multiple weapons, a kill feed, leaderboards, and full real-time networking.

# Field Frenzy

A hyper-casual Android game featuring a save system, daily rewards, Unity IAP, Unity Ads, and Firebase integration. Published on the Google Play Store.

#### Designing Skills

Blender 3D

**GIMP** 

#### Game Dev Skills

Unity 3D Unreal Engine

Unity 2D C++

C# Blue prints

#### Education

Secondary Examination Board-WBBSE 81.14% 2019

**Higher Secondary Examination** Board-WBCHSE 79.4%

2021

#### B.tech (CSE)

MAKAUT 8.99/10 2021-2025