JYOTIRMOY MONDAL

Game Developer

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📍 Kolkata, West Bengal 700114

Language

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

Programming Expertise

- C#
- 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

About me

I am a student at Guru Nanak Institute of Technology (GNIT), currently pursuing my third year in **Computer Science and Engineering**. With a keen interest in technology and creativity, I have embarked on an exciting journey as a **Game Developer** . My journey reflects a deep-seated passion for the intricacies of game development, manifested through proficiency in **game mechanics programming** and the creation of **scalable systems** that form the backbone of interactive and engaging gaming experiences.

With a knack for **problem-solving**, I've tackled numerous challenges in game development over the past two years. My expertise shines in solving crucial problems during development, ensuring **smooth integration** of creative gameplay features, and **optimizing overall gaming systems**. I bring a valuable skill set to the table that enhances the gaming experience and contributes to the success of development projects

Designing Skills

| Blender 3D | 40% |
| GIMP | 45% |

Game Dev Skills

Unity 3D	80%
Unity 2D	60%
C#	80%

Education

Secondary Examination
Board-WBBSE 81.14%
2019

Higher Secondary Examination
Board-WBCHSE 79.4%
2021

B.tech (CSE)
MAKAUT 8.9/10 (up to 4th semester)
2021-2025