Mohit Sethi

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Experience

Game Developer Intern at MoongLabs, Noida, India, 6/2018 – 8/2018
Responsible for camera and replay camera movement, bowling AI and pitch distribution for their cricket game made with Unity3D published under Nazara Games which has over ten million installs and over two hundred thousand monthly active users.

App Developer Intern at Aravali College of Engineering and Management, Faridabad, Haryana, India, 6/2018 – 7/2018
Sole developer responsible for ACEM, which is a piece of student-college update app made with Android Studio. My responsibilities included the initial research, planning and managing the project, designing the features, and writing out our specs.

Education

JC Bose University of Science and Technology, Faridabad, Haryana, IN
    B.Tech Computer Science Engineering, 2017-2021

St. Joseph's Convent School, Faridabad, Haryana, IN
    Primary and Secondary School, 2005-2017
    CGPA Primary 7.0/10.0
    CGPA Secondary 6.4/10.0

Technical Skills

Experience in Android App Development, Game Development, Debugging and Git.
Tools:
    Unity3D(C#), Unreal Engine (prior experience), Android Studio (prior experience)

Projects

Cut The Cord, June 2016
It is a replica of Cut The Rope, the first project I did to learn Unity3D and eventually pushed it's source code in the market to get something out of it.

Game Wallpaper App, May 2018
Made a wallpaper app in Android Studio in which game wallpapers are provided to the user via server using retrofit API.

Shootzy Game, Dec 2019
Made a top down game in 25 days using Unity 3D and extensive use of it's LWRP.

Other Projects at Github.