Mohit Sethi

[Portfolio Website](#)

About

My passion for games can be traced back to my pre-professional days. Whether as a teen playing assassin's creed games or unity 3d game developer instructor at campus., I've been a game enthusiast from the start. The reason? I really enjoy bringing the game designs to life, and help creating the best player experience together with the rest of the dev team. Right now, that's the wolfhash studios founded by me along with a partner. Outside of the office, I'm committed to education as there is no cap to knowledge specifically in tech. I'm fluent in english, and am always looking to brush up my language skills over coffee or drinks. If you challenge me to a one direction trivia, I will win. I'm currently trying my hand at writing a game engine from scratch in C++.

Objective

To create phenomenal experiences for serious gamers by leveraging my ability to work in a fast paced environment with speed and accuracy, along with my course work and hands on development experience.

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.

Unity Instructor (Volunteer):

I ran workshops to teach game development at Aravali College of Engineering and Management, it included my game source - Cut the cord, that I developed alongside my academic studies. My motto is to spread awareness about game industry and specifically about Unity Game Engine along with basics of C# and how all this together makes a game. This helped me a lot improving my presentation skills, Unity 3D and C# knowledge.

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

Programming Skills:
1. Expert knowledge of C#
2. Intermediate knowledge of Java, C, C++
3. Beginner knowledge of JavaScript/TypeScript
4. Beginner knowledge of Shell scripting(Linux)
5. Basic knowledge of web development languages (HTML,CSS)

Design/Development Tools:
1. Expert knowledge of Unity 3D
2. Intermediate knowledge of Android Studio
3. Beginner knowledge of Unreal Engine
4. Beginner knowledge of Cocos Creator
5. Beginner knowledge of Godot Engine

Operating Systems:
1. Beginner knowledge of AOSP (Android Open Source Project)
2. Beginner knowledge of Android Kernel Development
3. Beginner knowledge of Android ROM Development

Personal 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.