

Rohan Dey

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Objective

Game Developer with expertise in Unity and C#, enthusiastic about creating immersive and interactive experiences.

Skills

- **Languages: C#, Python**
- **Tools: Unity, Blender, Git, FMOD**
- **Concepts: Game Physics, UI Design, Asset Integration**

Experience

Game Dev Intern, PixelCraft Games | Remote

Jan 2025 – April 2025

- **Worked on 2D/3D level design and scripting**
- **Integrated sound and animation triggers**

Education

CSMSS Chh. Shahu College of Engineering

B.Tech in Computer Science (2023–2027)

Projects

Escape The Grid – Puzzle Game

- **Created a logic-based escape room game in Unity**
- **Featured in college gaming fest**

Achievements

- **College Game Jam Winner**
- **Unity Certified Developer**

Certificates

- **Unity Learn: Core Path**
- **Udemy: GameDev with Unity**
- **Coursera: Game Design Theory**