

# MOHIT MILAN

## GAME PROGRAMMER

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### CONTACT

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✉ [linkedin](#)

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### TOOLS

C, C++, C#  
Unity3D  
Unreal  
Autodesk 3ds Max  
Krita,Gimp  
Git

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### ACHIEVEMENTS

Participated in 3day  
Gamedev Workshop  
Organizeds by **UBISOFT** at  
**IIT BOMBAY**

Indie Game  
Developer certified  
by **UBISOFT**

50th Ranked game in  
Scream Jam 2022

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### WORK EXPERIENCE

FRESHER

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### EDUCATION

Bachelor of Technology (Computer  
Science and Engineering  
Lloyd Institute of Engineering &  
Technology  
2021-2025

### PROFILE

Programmer in Unity since 2022 . **C#**, **C++**, and **Javascript** knowledge. Knowledge of 2D/3D rendering pipeline, physics, shaders, **gameplay**, **UI**, and version control Passionate about team building, knowledge sharing,demonstrated ability to achieve targeted goals by learning new disciplines quickly, supporting multiple projects, leading and collaborating with teams, or working independently Within games, I specialise in physics, gameplay systems and **technical art**

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### SKILLS

C# and C++ programming  
Keen understanding of game art pipelines  
Knowledge of JavaScript - **next.JS**  
Skilled in version-control with Git

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### PROJECTS

#### The Holy Maze - Scream Jam 2022 itch.io

Horror Theme Game for Scream Jam 2022 organized on itch worked as a game programmer & level designer

#### **Zombie Survival Shooter - Unity 3d**

A first person survival shooter game made using unity 3d and C# programmed game mechanics and fixed gameplay bugs

#### **The Lawman's Legacy - Unity 3d**

Created for **Smart India Hackathon** theme was to develop a gamified platform to make children understand the law - collaborated with team and worked as level designer and game programmer

#### **Third Person Free Roam - Unreal Engine 5**

Delve into a open world with photo realistic graphics created using **unreal** engine 5 and **blueprints**

#### **Ninja Warrior(Initial Name) - Currently Working on**

Creating a fighting game using unity for Android/iOS

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