

ABHISHEK MANRAL

Game developer and Technical Artist

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EDUCATION

- 07/2022 - 07/2025 • Bachelor's degree, Game Design and Development
ICAT Design & Media College
- 08/2014 - 07/2015 • Diploma in Nautical Science
Anglo Eastern Maritime Academy

EXPERIENCE

- 08/2018 - 09/2021 • Navigating Officer
Anglo Eastern Univan Group

SUMMARY

I am a game developer with a curious and eager-to-learn attitude who is efficient at implementing new and fun mechanics in projects. Key achievements include developing VFX effects and implementing shader graphs for the Global Game Jam project "Pop Duel" and serving as the sole developer for the Android game "Gas The Bully" during a College Game Jam. Seeking a game developer position, where I bring my skills to support your mission of delivering fun and engaging gaming experiences.

SKILLS AND SOFTWARE

Skills :	C#	C++	Python		
Software:	Unity	Unreal	Maya	Procreate	Adobe Substance Painter

PROJECTS

Pop Duel(Team)

A local Multiplayer game developed as a team for the Global Game Jam, given theme was **"Bubbles"**. In this game, a total of 4 people can join to play with the winning criteria being **"Last Man Standing"**, players have to shoot bubbles at opponents to win.

- Made VFX effects and trails for the projectiles.
- Used Shader Graphs to make Materials for both Projectiles and effects on character when hit.
- Implemented animations by making an animation controller for effective animation transitions.

Gas The Bully(Team)

Given the Theme " Evolution" for our College Game Jam, was the sole Developer for the team in making this android game, where the game play and camera view changes with each progressing level.

- Implemented the core Mechanics of the game.
- Basic Boss and Enemy AI behaviour implemented.
- Created UI and logic for health System for Player.

Toy Battle Sim(Personal Project)

A local PvP multiplayer game where players use toy planes to simulate a dogfight or destroy enemy (comp/AI) bases and their planes. Also consists of a mode where players can simulate a navy battle between a submarine and ships (in progress).

- Researched and integrated Flying Physics for Player plane.
- Developed movement for a Submarine.
- Created Tracking and Shooting for Stationary Enemy Gun-Ships.