

Abhishek Manral

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<https://abhishekmanraldevportfolio.netlify.app/>

SKILLS

- C# programming
- Unity Game Engine
- Maya
- Adobe Substance Painter
- Unreal

GAME JAMS AND AWARDS

Global Game Jam

- The game "Pop Duel" was critically acclaimed by various Game Designers and Judges at the event.

College Game Showcase

- The "Game Fragments Of Light", won second place for College Final Year Showcase.

PROFESSIONAL EXPERIENCE

Navigating Officer

Anglo-Eastern Ship Management
(April 2017 -July 2021)

- Managed and assisted in maintaining Technical Systems and equipments aboard international merchant vessels.
- Ensured safety compliance and navigation under extreme conditions.
- Worked with multinational teams with high coordination.
- Built Leadership, discipline and adaptability - which now fuels my transition into game development.

Former Merchant Navy Officer turned Game Developer, with a passion for prototyping physics-based game-play mechanics using the Unity Game Engine. Proficient in C# programming and experienced with shader graph for visual effects and optimization. My background at sea has instilled a strong foundation of discipline, resilience, and leadership, which I now bring to the fast-paced and innovative world of game development. Committed to delivering immersive player experiences through iterative design, technical precision, and a deep enthusiasm for interactive media.

EDUCATION

Bachelor of Science in Game Design and Development

ICAT College of Media and Design

(Sep 2022 - Jul 2025)

- Recipient of Best Board Game, [2nd Semester, 1st Year]
- Second Place in Final Year Game Showcase, [6th Semester, 3rd Year]

Diploma in Nautical Science

Anglo Eastern Maritime Academy

(Aug 2016 – Jul 2017)

PROJECTS

Pop Duel

A local Multiplayer game developed as a team for the Global Game jam. The given theme was "Bubbles", in this game, a total of 4 people can join to play with the win condition 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.
- Integrated animations by making an animation controller for effective animation transitions of the characters.

Fragments Of Light

"Fragments" Of Light is a side-scrolling platformer game, where the user has to navigate an old decrepit dungeon avoiding traps and solving puzzles. The player needs to jump, dash and use other abilities to survive and win. "Fragments Of Light " was awarded second place, for the Best Game, in our College's Final Year Showcase.

- Made VFX effects and trails for various Character movements.
- Used Collision based Narration system.
- Designed and developed puzzles based on Reflection and Refraction.
- Developed dynamic camera switch for puzzles.

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 accurate underwater movement for a Submarine.
- Created tracking and shooting for stationary enemy gun-ships.