



Abhaya Mahato

Summary

Junior level Game Developer with a career history of creating memorable 2D game environments and play specs using Unity Game Engine. Also have a deep knowledge of creative UI-UX designs for games and apps.

Education

Bachelor of Computer Application
George College, Kolkata (2020-23)

Experience

6 months of using **Unity 2D** and 2 months of **Unity 3D** in personal projects.

Projects

- Created a 2D platformer adventurer game ("**Knight of the Blood Oath**").
- Created a 2D space shooter game.

Skills

Technical Skills: Ms. Office, Unity 2D, Unity 3D, Figma
Programming Language: C#.
Markup Language: HTML, CSS.
Normal skill: Drawing Artist/Illustrator.

Participation

- Participated in many Interschool science exhibitions.
- Organized & Managed Intra-college events.
- Participated in Intra college IT exhibition.



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