



Abhaya Mahato

Objective

As a Junior Game Developer, I seek to utilize my programming and problem-solving skills to design and develop innovative games that captivate players and push the boundaries of the gaming industry.

Education

Bachelor of Computer Application

George College, Kolkata (2020-23)

The Ultimate Guide to Game Development in Unity

Udemy (Online) (2022)

Junior Game Developer Course

Unity (Online) (2023)



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Experience

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

Projects

- 2D platformer adventurer game (“**Knight of the Blood Oath**”)
– as a **Developer**
- 2D spaceship shooter game (“**Space Shooter 2D**”)
– as a **Developer**

Skills

Technical Skills: Ms. Office, Unity Engine, 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.