

Aditya Dutta

7616 Darcel Avenue, Mississauga, ON L4T 2Y1

647-534-8632 | aditya.dutta10@gmail.com

LinkedIn: www.linkedin.com/in/adityadutta32 | Website: adityadutta.github.io

Technical skills

- Strong programming skills in C++, C# and Python
- Experience developing with Unity SDK and Vuforia AR SDK
- Experience developing for Windows and Android
- Code Design: Design patterns, reading and writing design documents
- Game Design: Experience designing and documenting game mechanics and systems
- Code Debugging: identifying and crafting solutions for bugs
- Strong Math Skills: Vector, matrix and Quaternion operations as related to game development

Skills

- Excellent outside-the-box problem solving skills
- Establish healthy relationships with peers and mentors
- Attention to detail to achieve perfection
- Excellent team player with strong communication skills
- Experience leading and managing group projects
- Patient and efficient teacher
- Hardworking and committed
- Ability to learn and adapt with great speed
- Self-motivated with time management skills

Education

Game Programming

Humber Institute of Technology and Advanced Learning
Toronto, ON

September, 2017 –

High School Diploma

Bluebells School International
New Delhi, India

April 2013 – March 2017

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Work Experience

Game Developer

May 2018 -

AlterSpark - Digital Psychology Training & Consulting
Toronto ON

Developer Internship

October 2017 – March 2018

Gaia Plants, Toronto ON

- Developed an iOS and Android app in Unity.
- Managed events and workshops.

Academic Projects

A Cleansers' Transmission

January, 2018

Humber Institute of Technology and Advanced Learning

- A 2D platformer made in 48 hours for Global Game Jam 2018.
- Made in Unity3D.

Apocalypse2D

December, 2017

Humber Institute of Technology and Advanced Learning

- A 2D platformer made in 48 hours for Ludum Dare 40 Game Jam.
- Uses simple physics for game mechanics.

Maze AR

September, 2017

Humber Institute of Technology and Advanced Learning

- An AR puzzle game made in Unity3D
- Uses Vuforia AR SDK.

Save Your Soul!

April, 2017

- A multiplayer FPS made in Unity3D.
- Uses uNet SDK for networking.
- Player UI and stats.

Distortion2D

September, 2017

Humber Institute of Technology and Advanced Learning

- An adventure game made in Unity3D

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- Made rotating wheels using Quaternion
- Made see-saw using hinge-joint physics

Roll A Ball 3D

July, 2017

- Adventure game built in Unity3D and C# for Android

RPG Project

September, 2017

Humber Institute of Technology and Advanced Learning

- Built in Unity3D
- Uses NavMesh for point-to-move system
- 3D model and animation in Blender
- Incorporated AI for enemies

Portfolio Website

November, 2017

Humber Institute of Technology and Advanced Learning

- Built in HTML5, CSS & JavaScript
- Simple design and responsive

A3 Studios Website

September, 2017

Humber Institute of Technology and Advanced Learning

- Built in HTML5 & CSS
- Simple design and responsive

Smart Travel

February, 2017

Bluebells School International

- Built entirely in C++
- Experiment to combine the online travel portals to a software.
- Uses user input and preferences to sort location and pricing.
- Billing and booking of tour.

References available on request