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++ and C#
- 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
- Intense passion for video games and their culture
- 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   September, 2017 –

Humber Institute of Technology and Advanced Learning

Toronto, ON

Work Experience

Developer Internship   October 2017 – March 2018

Gaia Plants, Toronto ON

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

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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
- 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

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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.

Co-curricular Record

Community Service

- Taught underprivileged children Math and Science in a Non-profit Organization.

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Making Accessible Media: Inclusive and Accessible Design in Broadcast Media

- The course focuses on representation of disability in broadcast media, captioning, transcription, described video and live captioning for broadcast, alternative text for image description and tutorials on how to make accessible documents and presentations.

Junior Diploma in Painting

- Scored a 92% in final exam.
- Specialization in Still Life and Oil Pastels.

References available on request