

Aditya Dutta

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LinkedIn: [@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
- Experience developing web applications using HTML, CSS, JavaScript and Flask framework.
- 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 -August 2018

AlterSpark - Digital Psychology Training & Consulting
Toronto ON

- Developed a Gamified Learning Management System using Python and Flask web framework.
- Designed and implemented MySQL database.

Developer Internship

October 2017 – March 2018

Gaia Plants, Toronto ON

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

Projects

Dem Smart

November, 2018

BostonHacks 2018

- A virtual reminder system which provides a personalized experience. We provide a personalized experience for the user by having voices of their loved ones.
- Developed in 36 hours at Boston University Hackathon.
- Integrated the Bose Notification and Google Cloud API.

Virtual Reminder

October, 2018

Humber Institute of Technology and Advanced Learning

- A system that is used by patients, family and doctors with the focus on the patients where they can do various activities throughout the day, that helps delaying the dementia process.
- Made in collaboration with Welfare Denmark and EAL Denmark.

Alz World

September, 2018

YorkU Hacks 2018

- A system developed, in 24 hours, to help connect doctors with Alzheimer's patients to track their progress through games.
- Top 15 teams in YorkU Hacks 2018.
- Made in Unity3D using Google Firebase SDK.

Tale of the Lost Island

May, 2018

Humber Institute of Technology and Advanced Learning

- A 2D street fighter clone made using JavaScript.
- Made in Unity3D.

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Ubisoft NXT Programming Challenge 2018

April, 2018

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- The challenge was to create a 2D pinball game, using the API provided by Ubisoft, in 48 hours.
- Made completely using C++.

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.

Portfolio Website

November, 2017

Humber Institute of Technology and Advanced Learning

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

References available on request