Arpit Srivastava

Game Developer and Designer

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JOBS

Game Developer

Eventcombo (September 2022 - Present)

Work on #Jira for updates, planning and tracking.

Working on a metaverse project and the ideation and designing with modelling samples.

Project Trainee Engineer

Bitwise Global (March 2022 – August 2022)

Worked on #Teams for updates, planning and tracking.

Software Engineer training. Working on foundation courses and learning basics of languages such as Python, SQL, Java.

Unity Developer (Software Developer)

IDZ Digital PVT. LTD. (Touchzing Media) [Feb 2022]

Worked on #Slack for updates, planning and tracking.

Creating samples and also creating mobile-based applications on Unity3D and Unity2D with innovation and self ideation, while working through models, prefabs, assets and animation.

INTERNSHIPS

Software Programmer

Zippy Creative Studio [Jan 2022 – Feb 2022]

Worked on #Skype for updates, planning and tracking.

Working on clones of the famous game apps on Play Store and making innovative levels working on a better UI.

PROJECTS

(Game Development)

UnPop it!

(WebGL project. Soothing, Satisfying, Relaxing Board Game for two.)

https://github.com/arpitsrivstva/Unpop-it-

Play it on: https://arpitsrivstva.itch.io/unpop-it/

Pop/UnPop the bubbles and enjoy the relaxing game and calm down! A 2-player-game with the die roll. Can be played anywhere on a browser with the itch.io link above.

Flappy Birdy Game

(Used GameObject List, Lerp, ClampMagnitude, Renderer, Ceil, etc.)

https://github.com/arpitsrivstva/Flappy-Bird-game-file

It is a 2d hypercasual game which is intended for casual entertainment. Collect points to

maintain the brightness of your screen, thus the visibility in the game. Right click to pass through but not more than 5 left clicks (indicated by the "Timer" at the top right), which is for the jump-fly. My own ideated version of #FlappyBird game in 2D.

OnzAgain
(Used offset and instantiation and lighting.)

https://github.com/arpitsrivstva/OnzAgain-Cube-Mobile-Game-apk

Don't miss the Capsules to maintain your Rate! It's a mobile apk game with a hypercasual intent.

Island Template
(Used animator, scene and some required sprites.)

https://github.com/arpitsrivstva/IslandTemplate

The animation of the island template where one can put their photos inside the animation by importing it through the app. This is the whole ideation and animation, which is of my own.

Clash Duplica
(Worked with player control and specific gameplay requirements.)

https://github.com/arpitsrivstva/Clash-duplica

1 level clone of the popular "Join & Clash" game.

ParkingZeal
(Used RectTransform, PointerEventData, localEulerAngles for the steering wheel.)

https://github.com/arpitsrivstva/ParkingZeal

Park the car in the right place through the parking lot with the help of Steering Wheel and other basic car functionalities.

Bombermen
(Used Enums, Game Manager and State Manager, Particle System, Raycast, etc.)

https://github.com/arpitsrivstva/Bombermen-Multiplayer-2

Bombermen - An inspired game from the classics. It's multiplayer with a limit of 2 players offline. Make your way through the checkers boxes and block the other player in any corner planting bombs for them to explode and get a win point.

PROJECTS
(Game Designing)

Apollo 13 Game Design document and PPT
(Genres: Fantasy, Sci-fi, Educational, Story, Survival, Simulation)

https://github.com/arpitsrivstva/My-Apollo-13-Game-Design-Document-and-PPT

This is a game designing piece which I wrote on the classic movie – Apollo 13 (1995).
Made a direction of a game view of the movie. The game can be made into a big project movie game with story mode and it could be a hit among the fans of the movie. Based onthe movie and its real life stuff with the help of scientific known facts.

PROJECTS
(Website + Game Development)

Website on Flappy Bird Game
(HTML, CSS, Adobe Dreamweaver, Bootstrap, JavaScript)

https://arpitsrivstva.github.io/Final-Year-Project-Flappy-Bird/

It's a website with all the details and guidelines about my game Flappy Bird. It includes - This website is the first complete project of a website I created and it's fully intended to spread awareness of the game through the website with a motive of telling the importance of websites for games in game industries as well.

SKILLS

Unity 3D
Intermediate

Adobe 3DS Max
Beginner

Autodesk Fusion 360
Intermediate

GIMP
Intermediate

C#
Intermediate

C++
Intermediate

Java
Beginner

Javascript
Beginner

Project Management (Team Leadership and Management)
Intermediate

EDUCATION

B.Tech, Computer Science
Ajeenkya D.Y. Patil University, Pune, India.
2018 – 2022
CGPA : 7.35

SPOKEN LANGUAGES

Hindi (Fluent)
English (Fluent)
Russian (Intermediate)
Japanese (Beginner)