



ARPIT SRIVASTAVA

GAME DEVELOPER AND DESIGNER ♥LUCKNOW, INDIA ☎+91-7518297283

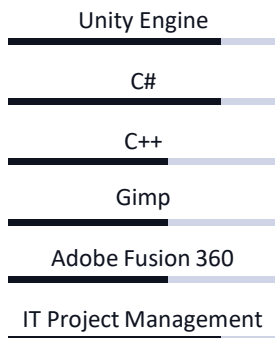
◦ DETAILS ◦

Lucknow, India
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◦ LINKS ◦

[Itch.io Profile](#)
[LinkedIn](#)
[GitHub](#)

◦ SKILLS ◦



◦ LANGUAGES ◦



◦ ACHIEVEMENTS ◦

Top Final Year Project, University

My project was one of the Top Final Year Projects in the University in 2022. I led my team.

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

Best Prototype , Touchzing Media

My idea of a casual game through my prototype, was represented by me to the company team and was selected as the best prototype to be worked upon in future.

👤 PROFILE

Built and working on 2D, 3D, WebGL, iOS, Android, Windows, Animation, AR, VR and Offline2-player games through Unity Engine. Designed Story mode, Board and Arcade games. I love ideating and making Prototypes as well. Currently having 1 year of experience. You can check my projects on my Itch.io, LinkedIn and GitHub. Highly eager to play with my skills in a productive space around better people to improve and learn more.

🏢 EMPLOYMENT HISTORY

Unity Developer (Game Developer) at EventCombo, Jersey City.

September 2022 — January 2023

(Used Jira for updates, planning and tracking)

- Concluded a metaverse project through programming review, planning, editing concepts for further release of the final app.
- Designed levels with modelling samples which increased the aesthetic overview of the environment and provided support to the theme.

Game Developer at Touchzing Media, Mumbai.

February 2022 — August 2022

(Used Slack for updates, planning and tracking)

- Sampled mobile-based applications on Unity3D/2D with innovative looks and self ideations to finalize the product for senior developers ahead.
- Made prototypes and used assets given to make unique levels within deadlines.
- Planned the scenarios in games with the team while managing time.

🎓 EDUCATION

B.Tech., Ajeenkya D.Y. Patil University, Pune.

June 2018 — June 2022

Graduated with High Honors.

★ MY NOTABLE PROJECTS

UnPop it! - A Board Game

WebGL, 2D

(Genres: Soothing, Satisfying, Relaxing Board Game for two.)

Play it on any browser with this link: <https://arpitsrivstva.itch.io/unpop-it/>

Pop/UnPop the bubbles and enjoy the relaxing game and calm down!

Flappy Birdy Game

2D, PC

Game's Website I built: <https://arpitsrivstva.github.io/Final-Year-Project-Flappy-Bird/>

(Genres: Hypercasual, Arcade, Retro) Play it here: <https://arpitsrivstva.itch.io/flappy-birdy>

Collect points to maintain the brightness of your screen. My own ideated version of the cult game.

Apollo the 13th! - Game Script

Game Design

(Genres: Fantasy, Sci-fi, Educational, Story, Survival, Simulation)

Document file and PPT: <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). The movie and project can be made into a big Story Mode Game and it could be a hit among the fans of the movie in an instant.