



ARPIT SRIVASTAVA

GAME DEVELOPER & DESIGNER

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LUCKNOW, INDIA

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DETAILS

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LINKS

[Itch.io Profile](#)

[LinkedIn](#)

[GitHub](#)

SKILLS

Unity Engine

C#

C++

Gimp

Adobe Fusion 360

IT Project Management

LANGUAGES

English

Hindi

Russian

Japanese

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, API and Multiplayer games through Unity Engine. Designed Story mode, Board and Arcade games. I love ideating and making Prototypes as well. Currently having more than 1 year of experience. You can check my projects on my Itch.io, LinkedIn, Play Store and GitHub. Highly eager to play with my skills in a productive space around better people to improve and learn more.

EMPLOYMENT HISTORY

Freelancing (Game Developer) – Making many samples and projects for clients.

[January 2023 – Present]

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.

Software Engineer (Project Trainee) at Bitwise Global, Pune, India.

March 2022 – August 2022

- Worked on data handling and management as a project team member and learned about corporate etiquettes and worklife.

Game Developer at Touchzing Media, Mumbai, India.

February 2022 – March 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.

EDUCATION

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

June 2018 – June 2022

Graduated with High Honors. (7.34 CGPA)

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

WebGL, 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.