

MANMOHAN SHRIVASTAVA

Game Developer

- Developed and released 3D endless runner, Geo Dash, with over 100,000 downloads
- Developed and released 3D arena game, I.N.V.A.S.I.O.N, with over 50,000 downloads
- Currently working on 3D SpaceShooter game, Meteor, with a working shop mechanic
- Professional video editor with a YouTube channel called Slayer Gaming.
- To seek and maintain full-time position that offers professional challenges utilizing interpersonal skills, excellent time management and problem-solving skills.
- Detail-oriented team player with strong organizational skills. Ability to handle multiple projects simultaneously with a high degree of accuracy.
- Organized and dependable candidate successful at managing multiple priorities with a positive attitude. Willingness to take on added responsibilities to meet team goals.



Work Experience

- Developed and released 3D endless runner, Geo Dash, with over 100,000 downloads
- Developed and released 3D arena game, I.N.V.A.S.I.O.N, with over 50,000 downloads
- Currently working on 2D sidescroller game, Meteor, with a working shop mechanic
- Professional video editor with a YouTube channel called Slayer Gaming.



Contact

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<https://www.linkedin.com/in/manmohan-shrivastava-4>

WWW

<https://github.com/extslayer>



Education

2022-10 -
Current

Bachelor of Technology: Computer Science

VIT University Prestigious Public School

2021-03 -
2022-03

12th grade

Prestigious Public School - Indore
CBSE Board ~ Scored 91.4%
Among the Top 10 Student of the Institution

10th Grade

Prestige Public School - Indore
CBSE Board ~ Scored 92.4 %
Among the Top 8 Students of the Institution



Accomplishments

- **Google Play Indie Games Festival 2022** - Finalist
- **Unity Game Developer Challenge 2021** - Honorable Mention
- **Geo Dash** (3D endless runner) - Google Play Store: 100,000+ downloads
- **I.N.V.A.S.I.O.N** (3D arena game) - Google Play Store: 50,000+ downloads
- **Yashika Boutique** (mobile app) - Google Play Store: 10,000+ downloads



Additional Information

- Experienced game developer and mobile app developer with over 3 years of experience.
- Expertise in Unity, Unreal Engine 4, and Buildbox.
- Portfolio includes 3D endless runner, 3D arena game, and mobile app.
- Currently working on a 2D sidescroller game with a working shop mechanic.
- Professional video editor with a YouTube channel called Slayer Gaming.
- Hobbies: Esports, Gyming



Skills

Game Development

Advanced

Unity, Unreal Engine 4,
Buildbox

Upper intermediate

Mobile App
Development: Android,
iOS

Upper intermediate

Programming Languages:
C++, C#, Java

Intermediate

3D Modeling: Blender

Intermediate

2D Art: Photoshop,
Illustrator

Upper intermediate

Video Editing: Adobe
Premiere Pro, After Effects

Advanced