

Hritish Duvvur

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Education

Rochester Institute of Technology , Master of Science in Game Design and Development	Expected August. 2026
<ul style="list-style-type: none">• GPA: 4.0• Coursework: Artificial Intelligence for Gameplay, Game Development, Game Design	
Vellore Institute of Technology , Integrated Master's in Computer Science (Specialization in Business Analytics)	July 2019 - July 2024
<ul style="list-style-type: none">• Coursework: Artificial Intelligence, Machine Learning, Deep Learning	

Experience

<i>Rochester Institute of Technology (RIT)</i>	Fall 2024
Teaching Assistant	Rochester, NY
<ul style="list-style-type: none">• Assisted students with advanced programming topics, including GUI development, threading, and file I/O.• Guided students in transitioning from JavaScript to C#, and using Git/GitHub for version control.• Addressed queries, graded assignments, and supported group projects with constructive feedback.	
<i>ChennaiGames</i>	July 2023 – Dec. 2023
Game Developer Intern	Chennai, India
<ul style="list-style-type: none">• Developed a functional Ludo game with "Pass and Play" and AI Bot modes, ensuring smooth gameplay and intuitive UI.• Conducted debugging and optimization to enhance game performance.• Published on the Google Play Store: Ludox.	
<i>IIT Kharagpur</i>	June 2023 – July 2023
Summer Intern	Virtual
<ul style="list-style-type: none">• Worked on serverless computing with AWS tools, including Lambda, S3, SNS, and CloudWatch.• Explored cloud-based solutions and scalable architectures to solve real-world problems.	

Projects

LudoX: A Digital Ludo Game	July 2023 - Dec 2023
<ul style="list-style-type: none">• Tools used: Unity, C#, Visual Studio, Git• Developed core gameplay mechanics and AI for the bot, ensuring challenging yet fair gameplay.• Designed and implemented "Pass and Play" mode, allowing seamless multiplayer functionality.• Conducted extensive testing and debugging, delivering a polished and bug-free user experience.• Published on the Google Play Store: Ludox.	
Double Dungeon: 2D Retro Dungeon Crawler	Sept 2024 - Dec 2024
<ul style="list-style-type: none">• Tools used: Unity, C#, Visual Studio, Git• Developed a 2-player cooperative dungeon crawler game with unique mechanics for each player• Implemented combat system, enemy AI, and player movement, utilizing Unity's physics engine• Focused on creating diverse dungeon levels with puzzles, enemies, and power-ups• Contributed to the design of core gameplay mechanics, including a dynamic combat system and an intuitive tutorial• Enhanced code reusability, allowing for easy creation of new enemies by modifying behavioral scripts• Optimized project for smooth performance on multiple platforms (PC, Web)	

Skills

Game Development: Unity, C#, Unreal Engine, UI/UX Design, AI and Gameplay Programming
Programming: C#, Python, C, C++, Java, R
Management: Team collaboration, task prioritization, project coordination
Problem-Solving Analytical thinking, debugging complex systems, innovative solutions
Communication: Clear written and verbal skills, feedback delivery, teamwork
Leadership: Guiding project teams, mentoring peers, initiative in independent projects