



## Pratik Mohanty

Software & Game  
Developer

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Ideal Plaza, 108 A,  
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### Personal Profile

Myself Pratik Mohanty, I'm a Software, Indie Game Developer and a 3rd student at VIT Chennai. I'm really a hard worker, quick learner and passionate about learning new things and Programming. I will be honored to join your esteemed Organization it will also help in my career growth

### Career Summary

#### Student

Vellore Institute of Technology

### Professional Skills

#### Coding Languages:

C, C++, C#, Java, Python, HTML, PHP, SQL, Lua

#### Systems:

Unity, Unreal Engine, Blender, Visual Studio, Photoshop

### Education:

#### Vellore Institute of Technology, Chennai

BTech, Computer Science and Engineering

- Enrolled since Jul, 2019 to Apr, 2023
- Taking up specialization courses in Game Development
- CGPA - 8.19

#### Sai International School, Bhubaneswar

+2 Science

- Attended from Aug, 2017 to Mar, 2019
- Completed My +2 with 86%.

#### Kendriya Vidyalaya, Baripada

10th Grade

- Attended from Aug, 2016 to Mar, 2017
- Completed with 9.4 CGPA.

### Languages:

**Odia:** Native

**Hindi:** Full professional

**English:** Full professional

### Hobbies:

- Reading
- Indoor and outdoor games
- Video Games
- Movies
- Tech Infos
- Traveling
- Photography

### Volunteer Experience:

- Content Creator in Game Development Club at VIT

## Team Projects:

### Clinic Management System

July – November 2019

- The project was in collaboration with my batchmates with the aim of creating a clinic management software for the use of doctors in clinics. Using Visual Studio, C# coding with MySQL database.

### Food Delivery System

August - December 2020

- The Project is to help the Food Restaurants to increase their income by going online. we have used HTML, CSS, PHP, JavaScript and connected the website to a MySQL database. The project was selected for Project Expo.

### Multithreaded Chat Application

February – June 2021

- Developed a multithreaded multi-client server chat application with JavaFX to make GUI. Researched and implemented multithreaded socket programming and created the GUI with Java Swing.

### Blood Report Analyzer

February – June 2021

- Designed a blood report analyser that will analyse the blood test values of patients and give them remarks and also show a comparative graph. Apart from HTML, PHP and JavaScript, Ajax, J-Query and Chart.js were also used

## Personal Projects:

### Zig-Zag

November 2019

- This was a 2D Mobile game, a infinite runner, Where the Player have to run without fall of the cliff by capturing the Dancing Diamonds. Using Unity Engine, C#

### Fruit Ninja

January 2020

- This 2D game is to Slice the fruits and avoiding to cut the bomb, by slicing u can earn points and compete with your previous High Score. Using Unity Engine, C#

### Rock Paper Scissor

March 2020

- This Game is to play rock paper scissor with the AI operated player and try to defeat him in the game. Using Unity Engine, C#

### Gladiator Arena

June 2020

- This is a 3D game where you have to fight the Ai based opponent in a arena and try to defeat him. Using Unity Engine, C#

### Stack Builder

August 2020

- The game is about how patient you are you need to place the moving plate on top of each other without crossing, the size of the plate will reduce if you placed it in the wrong way . Using Unity Engine, C#.

### Color Bump

October 2020

- This is a 3D Mobile game where you need to void touching the colored Objects and crossing the finish line, if u collide with any colored object your player will explode in to pieces . Using Unity Engine, C#

### Road Runner

December 2020 - January 2021

- IT's a 2D Mobile Game where you need to Run by dodging the obstacles coming on the road and collecting stars, you also find a power booster TREX which will make you invincible for few second, you can used your collected start to buy other game characters. Using Unity Engine, C#.

### Shrinking Planet

April - may 2021

- It's a 3D game where you need to drive your car on a planet which the meteors are falling to the surface, you need to avoid colliding with the Creators made by the meteors also the planet will be shrinking as the time passes . Using Unity Engine, C#.

### Street Fighter

June - July 2021

- It's a AI generated 3D game where the opponent can spawn at a random time and you have to fight with them to be the Street fighter . Using Unity Engine, C#.