



Prithul Biswas Dip

Game Developer

📍 319 East Kajipara, Mirpur, Dhaka, Bangladesh

✉ prithuldip@gmail.com

☎ +8801794454867

in linkedin.com/in/prithul-biswas

Professional Summary

Creative Software and Game Developer with expertise in Unity and C#. Currently contributing to 2D and 3D game development projects at Nagorik Tech. Proven skills in gameplay programming and real-time systems, delivering engaging gameplay experiences. Passionate about immersive design, procedural mechanics, and cross-platform development. Strong team collaborator with experience in Agile workflows and rapid prototyping.

Education

B.Sc. in Computer Science and Engineering

Khulna University of Engineering & Technology (KUET), Khulna, Bangladesh

Relevant Coursework: Object Oriented Programming, Computer Graphics, AI for Games, Software Engineering

Technical Skills

- **Game Engines:** Unity (2D/3D), basic Unreal Engine
- **Languages:** C#, C++, Python, JavaScript
- **Frameworks & APIs:** SFML, DirectX, Unity Relay
- **Tools:** Git, Visual Studio, Trello, Blender
- **Platforms:** Android, iOS, Web, PC
- **Other:** Procedural generation, Multiplayer Netcode (Unity NGO), DOTween, Unity Job System, Game engine design, Graphics optimization, Gameplay mechanics, Multiplayer game design, Creative problem solving

Experience

Software Engineer II (Unity)

Nagorik Technology

June 2024 – Present

- Developed gameplay systems, enemy AI, and UI for various 2D and 3D mobile games.
- Contributed to projects like *Leaping Frog*, *Color Craft*, *Zen Merge Puzzle*, and *Ant March Adventure*, handling core logic and player controls.
- Collaborated with artists, testers, and designers using Agile sprint planning.

Projects

Ant March Adventure – Roguelike Game (Under Development)

- **Description:** A roguelike game where players collect eggs to create a line of ants, protect them from hostile bugs, and bring them to the nest. Each level introduces unique obstacles and dynamic weather conditions with an activatable skill system.
- **Tools:** Unity, C#, DOTween, ScriptableObjects
- **Contribution:** Core gameplay programming, **level randomization each run**, **real-time path drawing**, **follower ant queue**, **dynamic weather and obstacle systems**, and **skill activation mechanics**

Zen Merge Puzzle – Casual Puzzle Game

- **Description:** A soothing yet mentally challenging puzzle game where Yin and Yang move in mirrored directions. Guide them through traps and mazes to unite on the Harmony tile.
- **Tools:** Unity, C#, ScriptableObjects, Blender
- **Contribution:** Core gameplay programming, input handling, visuals **game optimization** and codebase management
- [Play Zen Merge Puzzle](#)

Color Craft – Casual Game

- **Description:** A level-based painting game where players replicate reference images as closely as possible to earn points.
- **Tools:** Unity, C#, Shader Graph
- **Contribution:** Core gameplay programming, **stencil paint logic**, **color mixing logic**, level editor system, visual polish, and optimization
- [Play Color Craft](#)

Leaping Frog – Endless Jumper

- **Description:** 2D endless runner where a frog leaps between platforms while collecting boosts and avoiding hazards.
- **Tools:** Unity, C#, Blender
- **Contribution:** Core gameplay programming, **procedural platform generation**, jump physics, and power-up implementation
- [Play Leaping Frog](#)

Tic Tac Toe – Multiplayer Game

- **Description:** Classic Tic Tac Toe game with multiplayer support using Unity Netcode. Features room creation, matchmaking, gameplay sync, and a ChatWheel system.
- **Tools:** Unity, C#, Unity Netcode for GameObjects (NGO), Unity Relay
- **Contribution:** **Networking implementation**, **game logic synchronization**, and UI design

Certifications

- Unity Essentials: One Month to Game Development Proficiency – **Trainer**, Nagorik Technologies Ltd. (Dec 2024)
- Unity Essentials: One Month to Game Development Proficiency – **Trainee**, Nagorik Technologies Ltd. (June 2024)

Additional Information

- Languages: Fluent in English, Bengali
- Interests: Metroidvania games, Soulslike games, procedural generation, game jams

References

- **Pasha Faisal**
Game Team Lead, Nagorik Technology
Email: pasha@nagorik.tech