



# HRITIK DUTTA

## GAME DEVELOPER

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### WORK EXPERIENCE

Mar 2024 **Hush Hush High**  
Ongoing **Personal Project**

- Developed a game from ideation to release on *Godot Engine* using C#.
- **Conceptualization** of the core game along with designing all the supporting gameplay systems.
- **Engineered** all the systems of the game including *NPC AI, Gameplay Systems, UI, Serialization, and Steam SDK Integration.*
- **Programmed** tools in C# to boost team productivity and speed up development processes.
- **Play tested** the game with a wide range of players and incorporated relevant feedback.
- Successfully set up a Steam Page and marketed the game on various social media platforms.

Aug 2021 **Hypernova Interactive**  
Mar 2024 **Systems Designer**

- **Gameplay and Systems Designer** on a large scale *third person open world action game* *Mayanagari.*
- Collaborated with the team to create multiple robust game systems like *Wanted System, Vehicle Damage, Vehicle AI, Combat AI, and Vehicle Controller.*
- **Tools programmer** for automating workflows in Unity for Level Design, Animation, as well as Art Asset optimization.
- **Technical Artist** for creating realistic visuals within the restrictions of the mobile platform.
- Led the design and development of the internal hyper-casual games pod.

Aug 2020 **Monkhub Innovations**  
Jan 2021 **Unity Developer Intern**

- **Main Developer** on Bump Pong, a multiplayer hyper casual mobile game.
- Worked with Augmented Reality on Unity.
- Additional Help and Problem Solving for other projects.

### PROJECTS

Ongoing **Hush Hush High**  
**Game Developer**

PC Development • Godot Engine • AI Development •  
Gameplay Design • Technical Design

Ongoing **Mayanagari**  
**Technical Designer**

Gameplay Design • Technical Design • Tools Programming •  
Technical Art

June 2021 **Saving Princess Sita**  
**Unity Developer**

PC Development • Unity Development • Level Design •  
Tools Programming • AI Programming • Sound Design

Sept 2020 **Hurry! Flurry**  
**Game Designer/Developer**

Gameplay Design • Level Design • Puzzle Design •  
Tools Programming • Unity Development

### SUMMARY

A **passionate game developer** from New Delhi, India with over 3 years of experience. He is known to adapt to any kind of work quickly and learn new tools instantly.

He is your man if you want the job done quickly and efficiently.

### SKILLS

Combat Design	<div style="width: 85%;"></div>
AI Design	<div style="width: 80%;"></div>
C/C++	<div style="width: 90%;"></div>
C#	<div style="width: 85%;"></div>
OpenGL	<div style="width: 80%;"></div>
GLSL/HLSL	<div style="width: 75%;"></div>
Unity	<div style="width: 90%;"></div>
Godot	<div style="width: 85%;"></div>
Git	<div style="width: 80%;"></div>
Plastic SCM	<div style="width: 75%;"></div>
Data Structures	<div style="width: 85%;"></div>