





# ABHIJIT BISWAS

Game Programmer/Developer

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## ABOUT ME

I am a Computer Engineering Undergraduate and a game programmer and I love building games. My expertise are gameplay, creating simulation and implementing physics in games.

## SKILLS

- **Programming Language:** C++, C#, JavaScript.
- **Game Engine:** Unity Engine.
- **Software Experience:** Visual Studio, Photoshop, Github, Krita, Blender.
- Designing and writing clean high quality reliable codes.
- Strong in communicating, derive tasks from design document and attention to detail.
- Ability to work individually and as part of a team.
- Have experience at gameplay programming, creating AI and implementing UI.

## PROJECTS

### • GHOST SNIPER

Aug 2022 – Present

Ghost Sniper is a 2D high score based sniper game where player will fight against terrorists and save civilians in various maps. Player will level up as they progress through the game. Player needs to upgrade their skills and use power ups to get better score.

**Responsibility:** writing the codes, designing the UI, gameplay structure and creating the assets.

**Link:** <https://abhijit-biswas.itch.io/ghost-sniper>

### • CANON FIST

Feb 2021 – Mar 2021

Canon Fist is a 2D endless shooter game that offers a fun gameplay day/night system, and upgradable mechanics. As you progress through the game, enemies will level up to match your gameplay, and scoreboard system will keep track of your progress.

**Responsibility:** writing the codes for gameplay and overall features, designing the gameplay loop and creating the assets.

**Link:** <https://abhijit-biswas.itch.io/cannon-fist>

## EDUCATION

**Diploma in Computer Science and Technology**

EXPECTED IN 2024 | THE CALCUTTA TECHNICAL SCHOOL

## INTERESTS

- COMPETITIVE PROGRAMMING
- PARTICIPATING IN GAME JAMS
- ATTENDING GAME CONFERENCES AND EVENTS
- READING BOOKS AND MANGA
- PLAYING GAMES

## LANGUAGES

ENGLISH, HINDI, BENGALI

## FAVOURITE GAMES

MASS EFFECTS 2, THE WOLF AMONG US, SKYRIM, COD: MW 2, BULLY, GAME DEV STORY, RE 4, MAFIA II.