

MOHITH BHARGAV DONTHU

GAME DEVELOPER

PROJECTS

Game Programmer Unity & GitHub Manager

Dead on Arrival (08/2023 - 01/2024)

- Part of an 8-member development team for this 3D game on itch.io
- Designed and implemented unique game mechanics (Tracker Gun, Door Mechanics, Door Animations, Triggers).
- Managed GitHub repository, ensuring efficient version control and team collaboration.
- Proficient in C# and Unity 3D; adept in Agile project management.
- Focused on gameplay feature implementation and continuous code improvement.
- Strong in team communication and adapting to fast-paced, collaborative environments.

Programming Lead

Sequestered (01/2023 - 06/2023)

- Directed programming initiatives for an engaging escape room game; managed a 9-member development team to ensure efficient gameplay and system integration
- Developed core game mechanics, including player movement, keypad systems, and interactive doors.
- Conducted thorough bug testing to enhance game reliability and performance.
- Worked closely with play testers, gathering and implementing feedback for continuous game improvement

EDUCATION

Quinnipiac University

Major in Game Design

Minor in Computer Science

2021 - 2024

CONTACT

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SKILLS

→ C#

→ Unity

→ Unreal Engine

→ VR/AR Development

→ Java

→ JavaScript

→ Computer Engineering

→ Adobe Suite

→ Data Analysis

→ Critical Thinking

→ Time management

AWARDS

Deans List

Highest academic achiever

05/2023