

Deepro Chakravorty

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EDUCATION

Manipal Institute of Technology

Bachelors of Technology in Computer Science | CGPA: 8.46

Relevant Courses: Object Oriented Programming, Software Engineering, Operating Systems, Data Structures and Algorithms.

Present – July 2026

Bangalore, India

TECHNICAL SKILLS

Languages: C#, Java, C, C++, Python

Apps and Technologies: .NET Core, Unity, OpenGL, Unreal Engine 5

EXPERIENCE

Jalan Journey

May 2025 - Present

Game Development Intern

Singapore, Singapore - Remote

- Co-developed an educational game addressing real-world issues like disability and sustainability, using agile workflows and iterative design.
- Contributed to a product reaching **5,000+ students** across **45 schools** in **4+ countries**; part of a team recognized by the **UN World Summit Awards (Young Innovators, 2024)**.
- Gained hands-on experience with full production pipelines, collaborating with educators, NGOs, and developers to align gameplay with learning outcomes.
- Click Baited - Jalan Journey**
- Part of a team creating games with a purpose. ClickBaited creates awareness of cybercrime and teaches the young audience to remain vigilant.
- Played by students at over 400 schools across Singapore and abroad.

Buildspace

Jun 2024 - Aug 2024

Game Development Scholar

San Francisco, USA - Remote

- Committed 6 weeks of daily development to advance my game, The Long Road Home, focusing on gameplay mechanics, narrative design, and optimization.
- Collaborated within a community of developers, sharing progress and achievements weekly to foster accountability and exchange ideas.

PROJECTS

The Long Road Home - A Work-in-Progress (WiP) Adventure Game | Unity, C#, Blender, HLSL, PhysX, UTF | [linktree](#)

- Developed a **story-driven adventure game** about a young boy lost in a mysterious, visually stunning world, emphasizing choice-based gameplay to engage players in shaping the protagonist's fate.
- Developed and executed **four distinct 'Days'**, integrating innovative lighting techniques that enhanced player immersion; achieved a **20% increase in user engagement** during playtesting sessions with over 30 participants.
- Created a thought-provoking soundtrack, collaborating with a team to compose an original piece that enhances the game's emotional depth.
- Gained knowledge about **optimizations, programming, level design, sound design, 3D modeling**, etc.

Project Phantom - A Meta Horror Game | Unity, Blender, C#

- Developed a unique horror experience involving **meta gameplay** and immersive **voice acting**.
- Designed and implemented 2 exciting levels ramping up the gameplay and stakes to retain maximum player engagement.
- Gained expertise in C# programming within Unity, applying Object-Oriented Programming (OOP) principles to **create modular, reusable, and scalable code**.

LibriSphere - A WiP Interactive AR Model Viewer | Unity, Blender, C#, ARFoundation, UnityXR | [codes and assets](#)

- Made an app which will **scan an image and generate a 3D model of it** above the image.
- Implemented AR features into the app which uses **ARCore on Android and ARKit on iOS**.

ACHIEVEMENTS

First Place in the Goedware Game Cutscene Edition Edition Part II | C#

- Achieved **1st place** in both **Jury rankings** and **Public vote** for my game *I Promise I Meant To Save You*.
- Also achieved **3rd place** in an earlier Goedware Game Jam (Halloween Edition Part II).

Buildspace Project Grant of 100 USD

- Secured a **\$100** grant to support the development of my game The Long Road Home.
- Invested the grant in acquiring a **Steamworks Developer Account**, successfully publishing the game's **official Steam page**.

Falak Ideathon - Indigenous Technologies for Viksit Bharat (Developed India) | First Runner Up

- Came up with an innovative charging solution for EVs, using **piezo crystals in the tires** or the motors of the cars.
- Estimated gain of **21 km per charge cycle**.