GAME
DEVELOPER

#ROSHITH ROBERT

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PROFILE

A Computer Science student driven by a vision to integrate Artificial Intelligence into Game Development. I focus on creating smart, adaptive gameplay experiences—where AI doesn't just support the game but becomes part of its soul. Blending logic with creativity, I aim to redefine how game physics works, react, and evolve with players.

SKILLS

- Python
- C/C++/C#
- Java
- GD script
- Godot
- Game AI Logic
- Game Logic Implementation
- 2D /3D Mechanics

EDUCATION

SECONDARY SCHOOL

Mary Immaculate, Poomkavu

2010 - 2014

BACHELOR OF TECHNOLOGY

Rajagiri School of Engineering And Technology

2024-2028

EXPERIENCE

INDEPENDENT GAME DEVELOPER

Freelance /Self-initiated Projects

- Designed and developed MindFract, a multi-dimensional RPG featuring player-driven narrative and AI-based interactions
- Built core game mechanics using Godot and GDScript, including movement, transitions, and interaction trees
- Managed storytelling, visual layout, and user feedback cycles

GAME JAM WINNER

Gamedev Based Hackathons

- Led to the development of a 2D game prototype in under 12 hours
- Original gameplay mechanics, and smooth controls
- Demonstrated rapid prototyping, time management, and design skills under pressure

HACKATHON PARTICIPANT & WINNER

Participated in multiple events

- Secured top positions in CS-focused hackathons involving AI-driven systems and gamified apps
- Collaborated in fast-paced teams to build deployable prototypes using Python and logic-based systems
- Worked under pressure to squeeze out new UI/UX ideas