Om Mittal

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Work Experience

Next Tech Lab | **Game Developer** | *Unity, C#*   *Oct 2024 – Present*
- Developing and prototyping **2D and 3D game systems** as part of a QS-ranked, student-led R&D lab.
- Implemented gameplay mechanics including **movement systems, collision logic, triggers, and state management**.
- Collaborated in **game jams, internal demos, and rapid prototyping cycles**, improving iteration speed and gameplay polish.

Game Developer (Project-Based) | *Independent Projects* | *Unity, C#, Python*   *2024 – Present*
- Built and published multiple **playable games** on itch.io, including RPG, platformer, and horror genres.
- Designed advanced mechanics such as **time manipulation systems**, branching narratives, and real-world input integration.
- Maintained clean, modular codebases with version control using **Git and GitHub**.

Projects

Nomad: The Uncertain Route | *C#, Unity*   *[PLAY]   [GITHUB]*
- Developed a **2D adventure RPG** during **Jaipur Game Jam 2026**, emphasizing exploration-driven gameplay and player decision flow.
- Earned a **Top 10 ranking** among **90+ competing teams**, assessed on gameplay innovation, design, and execution.
- Architected modular gameplay systems encompassing **player movement, interaction handling, NPC triggers, and progression logic**.
- Integrated scene transitions, checkpoint systems, and reusable scripts to accelerate iteration under jam constraints.
- Established a version-controlled development workflow using **Git and GitHub** to streamline collaboration.

Drucination | *C#, Unity*   *[PLAY]   [GITHUB]*
- Delivered a **2D platformer** that secured **first place** at the **Parrallax Game Jam** conducted by Next Tech Lab.
- Devised advanced **time-stop and time-reversal mechanics** influencing player movement, physics, and environmental objects.
- Designed and executed a custom **state-recording system** to capture and rewind object positions, velocities, and animations.
- Structured scalable gameplay architecture using **C# script-driven modules** for long-term maintainability.
- Optimized responsiveness, collision accuracy, and gameplay feel through continuous playtesting and tuning.

EYERL: A Horror Game | *Python (OpenCV), C#, Unity*   *[GITHUB]*
- Created a **3D maze-runner horror experience** blending real-world player input with in-game reactions.
- Deployed **real-time blink detection** using **OpenCV in Python**, dynamically triggering jumpscares based on eye movement.
- Translated gameplay concepts **inspired by the indie horror title Vigil** into original system-level implementations.
- Coordinated seamless data exchange between external computer vision modules and Unity gameplay systems.

terminal.exe | *C#, Unity*   *[PLAY]   [GITHUB]*
- Conceived a **text-based, choice-driven horror game** featuring multiple endings governed by player decisions.
- Engineered a **branching narrative engine** using script-driven state management without traditional UI systems.
- Implemented persistent game-state tracking to enable backtracking, consequence-based progression, and ending resolution.
- Developed a terminal-style input-output system simulating command-line interaction for immersive storytelling.
- Elevated replayability through structured decision trees and condition-based narrative flows.

Volunteering & Leadership

- Directed internal operations as **Internal Affairs and Operations Coordinator, Coding Club SRM-AP**, supporting coordination and execution of technical events for a community of **150+ active members**.
- Led organizational planning as **Student Lead, International Relations Council (IRC) SRM-AP**, contributing to event coordination and logistics for **official university-level international programs** under SRM-AP's International Relations Office.

Skills

Programming Languages: C, C++, C#	**Game Development:** Unity, Gameplay Systems, 2D/3D Mechanics
Version Control: Git, GitHub	**Game Tools:** Aseprite, Unity Animator
Core CS Concepts: Data Structures, OOP	**Development Skills:** Debugging, Optimization

Education

SRM University, Andhra Pradesh   **Aug 2024 – Jul 2028**
B.Tech CSE (AI & ML) | CGPA: 8.48 | 75% Merit Scholarship