

An award-winning graduate game designer with an intuition-first, research-refined and play-validated approach towards determining what's "fun" in games. I'm excited about solving novel challenges in game design through designing mechanics, levels, and systems

## INDUSTRY EXPERIENCE

### **Paladin Studios, The Hague** – *Game Design Intern*

September 2020 – March 2021

#### **Project: Premium puzzle game based on a top performing mobile IP**

- Design and implement new levels using level-builder tools in Unity
- Work in close collaboration with Game Director and Lead Designer to ensure gameplay matches the intended experience
- Brainstorm and implement features to improve player retention
- Draft and maintain documentation on Google Slides and Google Sheets to track design requirements

### **ZS Associates, Pune** – *Decision Analytics Associate*

August 2016 – May 2018

- Conducted qualitative and quantitative market research for external clients
- Drafted executive summaries and decks to highlight and address key client concerns
- On-boarded junior analysts on proprietary in-house tools and practices

## EDUCATION

### **National Institute Of Design, Bengaluru**

#### *Master's in Digital Game Design*

July 2018 – March 2021

### **HKU University Of The Arts, Utrecht**

#### *Exchange – Games and Interaction Design*

September 2019 – February 2020

### **National Institute Of Technology, Calicut**

#### *Bachelor of Technology – Electrical and Electronics Engineering*

July 2012 – May 2016

## PERSONAL PROJECTS

### **TV Magic VR, Master's Degree Graduation Project**

- Led a remote team of 3 developers to drive project from concept to an early access release
- Designed 30 levels and a narrative arc around 5 unique mechanics
- Programmed 2D gameplay and VR interactions
- Released the game on SideQuest (early access) to positive reviews

## AWARDS

**Student Game Of The Year,**  
The India GDC 2020

**Winner – New Perceptions,**  
Nordic Game Jam 2020

## SKILLS

Game Design

Level Design

Rapid Prototyping

Game Systems Design

Game Analysis

Design Documentation

C# Scripting

## TOOLS

Unity

Microsoft Excel

Google Sheets

Adobe Illustrator

Adobe XD

## INTERESTS

Game Jams

Virtual Reality

Comedies

Science Fiction

Electronic Music