

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 - Current

#### 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