

## SUMMARY

Versatile game designer with 5 years of experience designing and developing games. Proficient in multiple game development areas like rapid prototyping, level design, particle systems, 3D modelling & animation. Strong and creative problem-solving skills and ability to work effectively in a team-based environment.

## WORK EXPERIENCE

### Imarticus Game Studio, Bangalore

Senior Game Architect • Mar 2022 - Current • 4 Years

- Part of the team that won the 'Gold for Best Use of Games or Simulation for Learning' and 'Silver for Best Use of an Innovative L&D Program' at **Brandon Hall Awards 2025** for Learning and Development
- Developed more than 10 rapid prototypes for learning based games on Unity engine with Playmaker & C#
- Crafted fully detailed GDDs, style guides and game flow documents in Miro that are readable by all departments
- R&D for new tools/asset hunting & integration into existing Unity projects
- Worked on level design and preproduction phase for a VR exploration storytelling game
- 3D, 2D asset/character creation, rigging & animation for prototype projects
- VFX integration with particle system & shader graph
- Assessed current asset integration pipeline for 2D & 3D characters & proposed, assisted in rework process
- Spearheaded lightmapping in Unity for better visuals across games and levels
- Created custom 3D environments based on video references
- Built custom editor scripts whenever necessary for faster level design & iterative tasks in Unity using AI tools
- Communicated with design and tech teams effectively to ensure art consistency and intended aesthetics

### Freelance Game Developer (Upwork & Fiverr)

Nov 2021 - Apr 2022 • 6 months

- Worked on different projects for 3D/2D Asset Creation & Animation
- Unity C# programming • Git • AI Scripting for NPCs • Worked on an AR (Vuforia) Unity based application

### PKC Management Consulting, Chennai

Digital Marketing Specialist • 2021 • 3 months

### Devathon, Hyderabad

Digital Marketing & Design Specialist • 2019 - 2021 • 1 year 4 months

### Party Animal Games, Kowloon HK (remote)

Game Developer • Jan 2019-Sep 2019 • 9 months

- Rapid prototyping and brainstorming for games/experiences involving learning for kids
- AR and team-based local multiplayer game development
- 3D and 2D Asset Creation with asset hunting & integration

## EDUCATION

### Masters of Business Administration

Amrita School of Business • 2019-2021

### Bachelor of Commerce

Sharda University • 2014-2017

## OTHER PROJECTS

### Published 3 Game Development Courses

Udemy, Skillshare, TutorialsPoint • 2019-2022

### Tutorials Channel

GamesWithFrank • YouTube

## TOOLBOX

Unity | Playmaker | Blender | GIMP | Inkscape | Krita | DaVinci Resolve | WordPress | Ableton | Audacity  
Plastic SCM | SourceTree | Vuforia |