

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

Game Designer | Paladin Studios, The Hague | Internship

September 2020 - Current

Creating new levels and gameplay content for an upcoming premium mutliplatform game based on a top-performing 2D mobile IP

Decision Analytics Associate | ZS Associates, Pune | FTE

August 2016 - May 2018

As a member of the ZS India expertise center, I worked on qualitative and quantitative market research, data analysis, presentations to address key client concerns and onboarding junior analysts

RECOGNITION

Student Game Of The Year, India GDC 2020

DJ Loopman won the award for Student Game of the Year at The India GDC 2020

Winner, Nordic Game Jam Online 2020

TV Magic won the New Perceptions award at the first ever online version of the famous annual Nordic Game Jam

EDUCATION

National Institute Of Design, Bengaluru

Master's - Digital Game Design
2018 - 2021

HKU University Of The Arts, Utrecht

Exchange - Games and Interaction Design
2019 - 2020

National Institute of Technology, Calicut

Bachelor's - Electrical and Electronics Engineering
2012 - 2016

RESPONSIBILITIES

Coordinator, Industry Interface
NID Bengaluru

Manager, Informals Committee
Ragam, NIT Calicut

SKILL SET

Game Design
Level Design
Rapid Prototyping
Game Systems Design
Game Analysis

TOOLS

Unity
Microsoft Excel
Adobe XD
Adobe Illustrator
Adobe Photoshop

INTERESTS

Game Jams
Virtual Reality
Comedies
Science Fiction
Electronic Music