

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

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