

Aditya Wagh

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Passionate and creative **game designer** with strong programming skills, pursuing a Bachelor's degree in Computer Science. Experienced in game development, **content creation**, and user experience design. Eager to leverage expertise in **game mechanics**, **level design**, and **interactive storytelling** to contribute to dynamic teams and create **innovative gaming** experiences.

SKILLS

Game Design: Level Design, Game Mechanics, Narrative Design, Prototyping

Programming Languages: C#, C++, Python

Game Development Tools: Unity, Unreal Engine, Streamlit, TensorFlow, NumPy

Video Editing & Content Creation: Adobe Premiere Pro, CapCut, Photoshop

Collaboration: Agile Methodology, Teamwork, Communication, Problem Solving

User Experience (UX): UI/UX Design, Player Feedback Integration, Playtesting

PROJECTS EXPERIENCE

YouTube Channel – Part-time Video Streamer & Content Creator Nov 2019 – Present

- Designed and produced engaging gaming content for an audience of over **10 lakh views**.
- Streamed gameplay sessions, interacting with the community to enhance **engagement and viewer experience**.
- Edited and optimized** videos using **Adobe Premiere Pro, CapCut, and Photoshop**, ensuring high-quality content.
- Analyzed** viewer feedback to refine content strategy and **increase audience retention**.

Image Classifier with TensorFlow and Streamlit Jun 2024 – Nov 2024

- Developed a **web app** using **Streamlit and TensorFlow** to classify images from the CIFAR-10 dataset.
- Implemented a **pre-trained model** to **predict images** into 10 categories like airplane, cat, dog, etc.
- Created a **user-friendly interface** for image **uploads, predictions, and feedback** collection.
- Optimized image processing using **PIL and NumPy** for resizing and **normalizing** images.
- Integrated **error handling** to ensure **smooth predictions and user interaction**.

EDUCATION

UNDERGRADUATE DEGREE

Guru Nanak Khalsa, College

MUMBAI, INDIA

Jul 2012 – Jul 2025

CERTIFICATION

- Introduction to Basic Game Development using Scratch - Coursera (May 2024)