NIKHIL GARG

PROFILE

Passionate game and level designer currently in the final year of undergraduate degree in gaming technology. Started with game programming as a hobby and further progressed in game designing as a career path.

PORTFOLIO

Portfolio highlighting my design work, level designs, art work and game breakdowns as well as tools I am familiar with can be seen at - https://nikhil-garg119.github.io/portfolio/

CERTIFICATIONS

- Game Design: Art and Concepts (Specialization), California Institute of Arts, Nov 2023.
  Credential ID - J3U868ZSB3Q7
- Foundation of User Experience (UX) Design, Google, Feb 2023
  Credential ID - UKMQM7YYP9M3

SKILLS

Ideation, Innovation, Designing, Documentation, Prototyping, Presentations, Teamwork, Leadership, Quick and Eager Learner

CO-CURRICULARS

- Member of Virtual Reality and Gaming Club VIT Bhopal
- Organising Team e-sports tournament for AdVITya (University Fest)
- Established and affiliated streamer on twitch.com

HOBBIES

Gaming, Streaming on twitch.com, Reading, Music

CONTACT

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WORK EXPERIENCE

➢ **Airoclip Puzzle Games – Game Designer**
May 2024 – Present

Major contributor to the level designs as well as other processes.
- Redefined the level design process at Airoclip.
- Worked on levels for Hexa Dreams, Play store downloads: 15k+
  Playstore link: https://shorturl.at/8S6tI

➢ **Gamer2Maker – Trainee Game Designer**
Jun 2022 – Aug 2023

Learnt and applied the principles of game design under the guidance and mentorship of Mr. Rahul Sehgal
- Learnt and applied the principles of game design
- Entire development cycle including pre-production & scoping in developing a game project
- Learnt in detail about Free-to-play game design theory

Reference – Mr. Rahul Sehgal, Co-Founder and Lead Instructor, Gamer2Maker, +91 9949095118

➢ **RACE Eco Chain Ltd.– Intern Executive for IT enablement**
Oct 2022 – Jan 2023

Worked on building an android app for the company
- This application aims at introducing next level trackability and traceability in lower chain of recycling of PET bottles
- This application is a novel pilot project which is currently in implementation phase

EDUCATION

Vellore Institute of Technology (VIT), Bhopal
B.Tech – Computer Science with Specialization in Gaming Technology
September 2020 – Present
CGPA – 8.65

Vishwa Bharati Public School
Class 12th (2020) – 94.6% (CBSE Board)
Class 10th (2018) – 94.8% (CBSE Board)

GAME PROJECTS

▪ **The War Within -** (Aug 22 - Ongoing)
A narrative driven first person shooter game made under Gamer2Maker.
- Inspired from Gris, based on the 7 stages of grief the war within posed a unique design challenge to invoke particular emotion in each level.
- Technology: Unity3D, Blender
- Worked on narration and designing and implementation of level designs using 3D assets in Unity Engine in accordance with mechanics and the narrative.
- Link: https://shubhsingh.itch.io/war-within