




Abhilash Ravindranath

Game Designer | Developer

 www.AsokaInteractive.com
 abhilash_lr@yahoo.ca
 +1 672 272 4696

ABOUT ME

Game designer and **developer** with expertise in **art**, **shader**, and **audio pipelines**, enabling seamless **prototyping**, **implementation**, and **balancing of mechanics**.

My holistic understanding and passion for the different aspects involved in game development help me craft comprehensive and detailed **game design documents** to bring fun, engaging and immersive experiences to life.

EXPERIENCE

CODE NINJAS

JAN, 2023 (ongoing)

Code Sensei

I teach kids (aged 6-16) coding by helping them create games in Scratch, MS Makecode Arcade, **Unity** and **Unreal Engine**.

ARCH IO

JAN, 2020 - DEC, 2022

Junior Architect

Designed residential and commercial buildings. Worked on drafting, designing, 3D modelling and rendering.

EDUCATION

CEA/KPU, CANADA

JAN 2022 - DEC 2024

Advanced Game Development, Diploma

Gained training in **game design**, **programming**, **art**, **shader**, **audio**, and **narrative design**.

Gained experience in working with **teams**, employing **AGILE** workflows, using proper **documentation**, **quality testing**, and **source control** etiquette.

RAC, INDIA

SEPT 2015 - SEPT 2020

Bachelor of Architecture

Training in designing buildings and built environments has translated to an in depth understanding of **level design in video games**.

CONTRIBUTIONS

SIDEQUEST (GAME JAM, 4 weeks)

AI Programmer: Utilized object pooling, A-Star pathfinding algorithm, and behaviour trees to optimize NPC AI for a tower defence game.

BIODREAD (FINAL PROJECT, 12 weeks)

Level and Audio Designer:

Used FMOD to handle audio and sound effects for the game. Resulted in better efficiency, optimization and immersion.

Used probuiler and unity terrain to prototype and create levels for the game. Utilized procedural generation to make each run feel unique.

CHRONICLES OF STICKY PETE (STUDENT PROJECT, 2 weeks)

Game Designer: Created a unique and fun puzzle game with multiple levels, introducing new mechanics each level. Implemented various level design strategies to make each level challenging.

SKILLS

ENGINES

Unity

- C# programming
- Github source control
- Shader graph and inbuilt tools

Unreal Engine

- C++ programming and Blueprints
- Perforce source control
- Blackboard (AI) and inbuilt tools

TOOLS

- | | |
|----------------------|--------------------------|
| • Blender | • Adobe Suite |
| • Aseprite | • MS Suite |
| • FMOD Studio | • Google Suite |
| • Git(Hub) | • Atlassian Suite |