

# **WORK EXPERIENCE**

# Aug 2021 Hypernova Interactive

Mar 2024 **Technical Game Designer** 

- Gameplay and Technical Designer on large scale mobile project Mayanagari.
- Game Designer on small scale hyper-casual project Dojo
- Tools programmer for automating workflows in Unity.
- Technical Artist for creating realistic visuals within the restrictions of the mobile platform.

#### Aug 2020 Monkhub Innovations

Jan 2021 Unity Developer

- Main Developer on Bump Pong.
- Additional Help and Problem Solving for other projects
- Worked with Augmented Reality on Unity.

## Mar 2020 GamingMonk

# June 2020 Content Writer

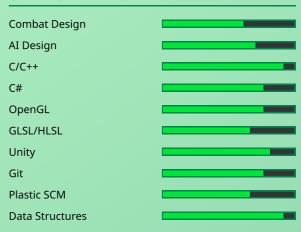
- · Wrote articles and scripts for numerous videos covering gaming news.
- Started a new series on their YouTube channel to cover lesser known indie games on mobile.

## SUMMARY

A passionate game developer from New Delhi, India. He is known to adapt to any kind of work quickly and learn new tools instantly.

He is your man if you want the job done quickly and efficiently.

## **SKILLS**



# **PROIECTS**

### Ongoing Mayanagari

**Game Designer** 

Gameplay Design • Technical Design • Tools Programming • Technical Art

# Ongoing Hush Hush High

**Game Developer** 

PC Development • Godot Engine • AI Development •

Gameplay Design • Technical Design

### Feb 2023 The Waiting Game

**Game Developer** 

PC Development • Game Engine Programming •

UI Programming • Tools Programming

## June 2021 Saving Princess Sita

**Unity Developer** 

PC Development • Unity Development • Level Design • Tools Programming • AI Programming • Sound Design

## Sept 2020 Hurry! Flurry

**Game Designer/Developer** 

Gameplay Design • Level Design • Puzzle Design •

Tools Programming • Unity Development