

WORK EXPERIENCE

Aug 2021 Hypernova Interactive

Mar 2024 Associate Systems Designer

- Gameplay and Systems Designer on large scale open world mobile project Mayanagari.
- Collaborated with the team to create multiple robust game systems like Wanted System, Vehicle Damage, Vehicle AI, Combat AI, and Vehicle Controller.
- Led the development of an unreleased hyper-casual project.
- Tools programmer for automating workflows in Unity for Level Design, Animation, as well as Art Asset optimization.
- 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, a multiplayer hyper casual mobile game.
- · Worked with Augmented Reality on Unity.
- Additional Help and Problem Solving for other projects.

Mar 2020 GamingMonk

June 2020 Content Writer

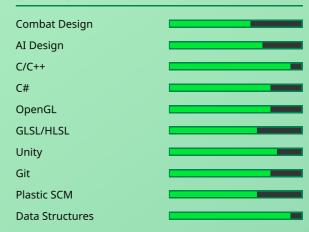
- · Wrote articles and scripts for numerous videos covering gaming news.
- Started a new series on their YouTube channel to cover lesser known indie games on mobile.

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



PROJECTS

Ongoing Mayanagari

Technical 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