

AYUSHI PARIKH

GAME DEVELOPER

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EDUCATION

Rochester Institute of Technology (RIT) <i>MS Game Design and Development, 4.0</i>	Rochester, NY 08/2024 – Present
MIT Art Design and Technology University <i>B. Tech Computer Science and Engineering, 9.06/10</i>	Pune, India 07/2019 – 05/2023

EXPERIENCE

Teaching Assistant <i>Core and Senior Level Courses</i> <ul style="list-style-type: none">IGME 450: Casual Game Development<ul style="list-style-type: none">Assessed team Game Projects & Agile workflows, providing actionable feedback to enhance design and scopeIGME 320: Game Design & Development II<ul style="list-style-type: none">Mentored students through critiques and documentation reviews to improve design quality and implementation.Evaluated team projects on mechanics, level design, UX, and development pipelines.	01/2025 – Present RIT, NY
Graduate Assistant <i>VR Developer</i> <ul style="list-style-type: none">Built and optimized a Unity VR game for Meta Quest Pro supporting ADHD research.Implemented core audio-visual stimuli gameplay systems to improve focus and engagement in children.	08/2024 – 05/2025 Magic Spell Studios, NY
Gameplay Programming Intern <i>Nodding Heads Games</i> <ul style="list-style-type: none">Ported Raji: An ancient epic to PS5, added RTX, spatial audio, controller haptic feedback & gameplay debugging.Prototyped Raji environment migration in UEFN and replicated gameplay behaviors using Verse.Built a UE5 digital artbook.	08/2023 – 06/2024 Pune, India
Game Programmer Lead Intern <i>Flege</i> <ul style="list-style-type: none">Led programming for an UE4 metaverse simulating Dubai's real estate market; built core gameplay systems (Dynamic market economy system) and immersive traversal mechanics (Hoverboard + player controller).Managed team workflows and timely delivery using Trello and structured documentation.	05/2023 – 08/2023 Remote

GAME PROJECTS

Ember's Oath - Capstone Project <i>Game Designer, UI/UX Programmer</i> <ul style="list-style-type: none">Designing and Implementing a bird combat character in UE5 using Blueprints and C++Designing and Implementing intuitive UI systems and crafted immersive UX flows for an action-adventure RPG.	08/2025 - Present
Doom Scroller <i>Technical Designer</i> <ul style="list-style-type: none">Designed and implemented core coop gameplay system (power-ups, robot movement controls)Iterated and implemented the UI and HUD to effectively communicate to players	08/2024 - 12/2024
Gamedoor <i>UI/UX Contributor</i> <ul style="list-style-type: none">A studio-as-a-service collaborative platform to revolutionize and open source the gaming industry.Designed UX workflows for the platform and collaborated on building end-to-end gameplay production workflows	

SKILLS & INTERESTS

Game Engines: Unreal Engine, Unity, UEFN (Unreal Engine for Fortnite)
Programming Languages: C++, C#, Python, Javascript, Next Js, MySQL
Skills: Figma, Wireframing, Prototyping, Git, Perforce
Soft Skills: Problem solver, Good Communicator, Leadership, Creative, Inquisitive, Project Management