

AYUSHI PARIKH

GAME DEVELOPER

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EDUCATION

Rochester Institute of Technology (RIT)

MS Game Design and Development, 4.0

Rochester, NY

08/2024 – Present

MIT Art Design and Technology University

B. Tech Computer Science and Engineering, 9.06/10

Pune, India

07/2019 – 05/2023

EXPERIENCE

Teaching Assistant

01/2025 – Present

Core and Senior Level Courses

RIT, NY

- IGME 450: Casual Game Development
 - Assessed team Game Projects & Agile workflows, providing actionable feedback to enhance design and scope
- IGME 320: Game Design & Development II
 - Mentored students through critiques and documentation reviews to improve design quality and implementation.
 - Evaluated team projects on mechanics, level design, UX, and development pipelines.

Graduate Assistant

08/2024 – 05/2025

VR Developer

Magic Spell Studios, NY

- 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.

Gameplay Programming Intern

08/2023 – 06/2024

Nodding Heads Games

Pune, India

- 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.

Game Programmer Lead Intern

05/2023 – 08/2023

Flege

Remote

- 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.

GAME PROJECTS

Ember's Oath - Capstone Project

08/2025 - Present

Game Designer, UI/UX Programmer

- 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.

Doom Scroller

08/2024 - 12/2024

Technical Designer

- Designed and implemented core coop gameplay system (power-ups, robot movement controls)
- Iterated and implemented the UI and HUD to effectively communicate to players

Gamedoor

UI/UX Contributor

- 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, Git, Perforce

Soft Skills: Problem solver, Good Communicator, Leadership, Creative, Inquisitive, Project Management