

MONIKA S

GAME DESIGNER/ STORY WRITER



Contact

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Education

BACHELOR OF COMPUTER APPLICATIONS

THIRUVALLUVAR UNIVERSITY

2019-2022

HIGHER SECONDARY SCHOOL

ANNAI SARADA MATRIC HR. SEC. SCHOOL

2017 - 2019



Skills

- Game design
- Level design
- Story Telling
- Figma
- Google Workspace (Docs, Sheets, Slides)
- Mid Journey
- AI Prompting
- Sound Editing
- Analytical Thinking



About Me

Game Concept Designer & Story Narrator

Passionate about emotion-driven narratives and strong characters.

Special interest in fantasy characters that highlight the story,

Creating immersive 2D escape rooms where gameplay and story blend seamlessly.



Work Experience

HFG ENTERTAINMENTS PVT LTD

GAME DESIGNER - CONCEPT

- Created game concepts, narrative structures, and clue systems tailored to each scene, enhancing story integration.
- Wrote immersive stories with strong, emotional characters—often inspired by fantasy themes—and provided voice-overs to bring select characters to life.
- Designed and developed 2D escape room gameplay with puzzle flow, zoomshots (ZS), and inner window (INW) interactions.
- Contributed creative ideas for special features and collaborated with cross-functional teams on games.



Projects

- Grim of Legacy
- Frosty world
- Hidden Riddles
- Mystery Ruins
- Scary sneak
- Escape Games World vs Escapers