



Prince Choudhary

Game Developer, Designer

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+91 9414658227

13 April, 2004

Sri Ganganagar, Rajasthan

Hindi, English

SKILLS

Programming

- C#
- HTML
- JS
- CSS

Design

- GAME DESIGN
- LEVEL DESIGN
- NARRATIVE DESIGN
- SCREENPLAY
- CINEMATOGRAPHY
- SKETCHING

Software

- UNITY
- UNREAL
- PHOTOSHOP
- MS-OFFICE
- SPINE
- BLENDER
- MAYA
- SUBSTANCE PAINTER
- SUBSTANCE DESIGNER
- VISUAL STUDIO
- GIT-HUB
- GIT

EDUCATION



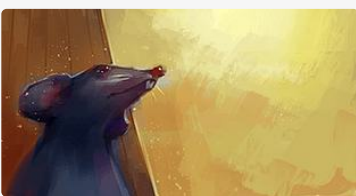
ARTEMISIA COLLEGE OF ART AND DESIGN  
2022-2026

Bachelor in Design in  
Game Design  
Indore, Madhya Pradesh

AWARDS



Best 2D Game of the year 2023  
STATESCAPE  
ACAD INDORE



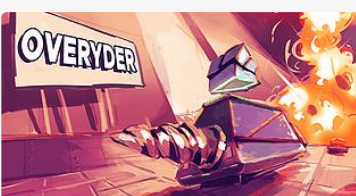
Winner of ACAD Game Jam 2023  
NEZUMI  
ACAD INDORE



Runner-Ups of IGDC Game Connect 2024  
GUN-IT  
IIT INDORE



Winner of IGDC Game Connect 2024  
FSUY  
NIT HAMIRPUR



Runner-Ups of ACAD Game Connect 2024  
OVERYDER  
ACAD INDORE



Runner-Ups of IGDC Game Connect 2024  
RED APPLE LEARNING KOLKATA  
TIME SLICE AGENCY

EXPERIANCE

REZO-VR

- Worked as a VR Developer Intern on the project Bow-Warrior.
- Collaborated with the design team to understand and implement project concepts and designs using Unity.
- Took responsibility for optimization, developing Enemy AI logic, and ensuring a seamless game flow.
- Contributed valuable design ideas to enhance the overall quality and user experience of the project.



10 Jan 2023 - 10 July 2023

GAME FEEDBACK SYSTEM

- Collaborated with a team to develop a Firebase-based game review system used during a Game Expo at the college.
- Integrated the system with a real-time leaderboard to display the rankings of the best-performing projects based on Art, Mechanics, and User Experience.
- Enhanced the system for deployment at the IGDC Expo booth, representing the college's projects and enabling efficient feedback collection.



BEAN 'EM ALL

- Worked on one of the most enjoyable and insightful projects, gaining valuable knowledge about game feel and design principles.
- Played a key role in enhancing gameplay engagement to improve player experience.
- Focused on creating immersive and interactive gameplay elements to elevate the overall quality of the project.



SEP. 2024 - PRESENT

Itch Page Link For More Info: [PrinceOp7](#)

INSPIRED BY HUGO PETERS