



Tejas Pophale

Game Designer

A creative problem-solver who treats every complex challenge as a new adventure, driven to explore possibilities and build remarkable experiences from the ground up.

[Portfolio link](#)
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[Linkedin](#)

Education

National Institute Of Design

March 2023 - Present | Bangalore

Masters in digital game design

Ramnarain Ruia Autonomous College

March 2020 - March 2023 | Mumbai

B.S.C. in Computer Science

Achievements

India Game Developers Conference

November 2025

Shortlisted among top 40 Indie games

India Gaming Show

February 2025

Showcased digital games

Bangalore Science Gallery

October 2024

Showcased board game

Best Overall Team Leader

March 2023

For Public Relations team among sixteen teams in Ruia Student Council for 2022-23

Contingent Leader

December 2022

For Techbit 3.0 Cultural festival of Tolani College where Ruia College won Best College Award

Experience

Couch Clash | Game Designer

2 Weeks

Led end-to-end development of a 2D/3D Unity fighter, programmed core mechanics, managed GitHub collaboration, and iterated via playtesting before showcasing at IGDC.

Crumbling Skyways | Game Designer

2 Weeks

Directed full-cycle development, designing levels and overhauling assets based on playtesting to refine the player experience.

Event Manager | Cultural Representative

2024-25

Directed 8+ cultural events from conception to completion, coordinating cross-functional teams for successful execution.

Skill

Design

Game Design

Game Programming

C#, Python, GDScript, Java

Level Design

Mechanic Design

Leadership Skills

Communication Skills

Creative Thinking

Systems Thinking

Tools

Unity

Godot

Blender

Adobe Illustrator

Adobe Photoshop