



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