

Rajdeep Debnath

Game Designer & Game Developer

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Passionate game designer with real studio experience in VR development using Unreal Engine Blueprints. Skilled in crafting engaging gameplay systems, intuitive player experiences, and clear design documentation. Eager to apply my creativity, design thinking, and hands-on development experience to contribute fresh ideas to a growing team while continuing to learn and evolve as a designer.

SKILLS

Game & Level Design

- Level design & blockout, combat encounter design, pacing, etc.
- Intuitive UI/UX design
- Visually focused and concise design documentation
- Dialogue and copywriting
- Playtest conducting and iteration

Game Development

- Rapid Prototyping.
- UI/UX Implementation.
- Version Control (Git)

Level Editors

- Unity.
- Unreal

Programming

- C#, C++, C, Unreal Blueprints

Software

- Adobe Photoshop
- MS word, MS excel, PowerPoint
- Visual Studio, VS code
- Affinity
- Figma
- Trello

AI Software

- ChatGPT, Gemini, Perplexity.

EXPERIENCE

Elearning Design Center Private Limited, Game Programmer

2024-2025

Projects:

- HVAC Associate
- HVAC Technician
- Electric Vehicle (EV) Technician
- Hybrid Electric Vehicle (HEV) Technician
- EV Battery Assembly & Packaging Technician

Tools & Technologies:

Unreal Engine (VR Development), Blueprints, VR Interaction Systems, Simulation Logic

Responsibilities:

- Developed interactive VR training simulations using Unreal Engine and Blueprint scripting.
- Designed and implemented core gameplay mechanics, system logic, and user interactions for multiple technical training projects.
- Served as the Lead Programmer on selected projects, managing feature implementation, debugging, and optimization.
- Collaborated closely with designers, artists, and subject-matter experts to ensure realistic simulation behavior and smooth user

experience.

- Maintained clean, modular, and scalable Blueprint systems for long-term project support.

Achievements:

- Successfully completed all assigned VR projects on time and within strict deadlines.
- Delivered high-quality, fully interactive VR training modules used in real-world industrial training environments.
- Recognized for reliability, problem-solving, and meeting critical milestones under tight schedules.

Game Design Experience

2023-2025

Independent Game Designer – Solo Projects

Infinity Shift, Deep Sea Brew (itch.io)

- Designed core gameplay, level flow, and mechanics.
- Created art, UI, and overall game structure independently.
- Completed both projects during game jams under tight deadlines.

Game Designer / UI–UX Designer – Team Project

Tic Tac Toe (itch.io)

- Handled all UI/UX design, including menus and in-game interface.
- Collaborated with the team on gameplay and feature planning.
- Delivered a polished UI within the game jam timeframe.

EDUCATION

- Bachelor degree in electrical and electronics Engineering, St.Mary's Technical campus Kolkata, Year- 2020 – 2023.
- Diploma in Instrumentation & Control Engineering, Maynaguri Govt. Polytechnic, Year- 2016 – 2019.
- 10 Class, Jalpaiguri zilla school, Year of Passing – 2015.