

ROHAN GOTPAGAR

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Sinhagad Road,Pune

GAME DESIGNER | LEVEL DESIGNER

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artstation.com/rohangotpagar

I'm a passionate game designer with expertise in Unity and Unreal Engine for making interesting gaming experiences. I am good at 3D modeling on Autodesk Maya and creating detailed textures with Substance Painter. Also, video Editing, whereby I use Adobe After Effects and Premiere Pro to render polished High-quality content.

WORK EXPERIENCE

GAME DESIGNER | LEVEL DESIGNER

Codingkraft | Full-Time

July 2024 - Present

- Conceptualize, implement, and maintain gameplay systems that achieve a fulfilling flow state, addictive game loops, and a risk/reward balance.
- Developing the storyline, character back-stories, and dialogue, through scripts and storyboards, including any relevant research.

GAME DESIGNER | LEVEL DESIGNER

Codingkraft | Internship

January 2024 - June 2024

- Create visually compelling and engaging game levels, considering player experience, pacing, and immersion.
- Develop and implement level layouts, environmental storytelling, and interactive elements.
- Craft gameplay mechanics, puzzles, challenges, and level layouts to enhance player experience.

SKILLS

- Unity
- Autodesk Maya
- Substance Painter
- Unreal Engine
- Adobe After Effects
- Adobe Premiere Pro

EDUCATIONAL HISTORY

GAME DEVELOPMENT & DESIGN

TRON Animation Institute Pune

B.SC ANIMATION AND FILMMAKING

Earth Animation Institute Wai Satara

AWARDS

STUDENT OF THE MONTH

November 2023

TRON Institute Animation