

PRIYANSHU JHARIYA

GAME DEVELOPER || COMBAT DESIGNER || ENVIRONMENT ARTIST



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Jabalpur, M.P , India

About Me

My name is Priyanshu Jhariya. I'm a Game Design and Development Student with a Focus on Game development. I'm creating Games for over Two year in Unreal Engine. My specialty is Creating Game Mechanics, Combat Systems, and Design Environments. My future goal is to work on a AAA game and create Mechanics and combat systems for them. I'm hardworking, diligent, and dedicated, all qualities I put forward in everything I do.

Education

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| <ul style="list-style-type: none">• IIFA Lancaster Degree Collage• Bengaluru KA | <ul style="list-style-type: none">• Bsc Game design/Devlopment• 8.5/10 CGPA 2nd Sem• 2022 |
| <ul style="list-style-type: none">• Guru,Gobind,Singh, Khlasa H.S School• Jabalpur MP | <ul style="list-style-type: none">• 12th Class• Pass• 2018 |
| <ul style="list-style-type: none">• Guru,Gobind,Singh, Khlasa H.S School• Jabalpur MP | <ul style="list-style-type: none">• 10th Class• Pass• 2016 |

Experience

Craft Production Group[CPG] 2023-2024

- *Game Developer*
- **LOF** - Create Core Mechanics include Character Locomotion System With Parkour System
- **COBOX** - Lead Game developer working on game mechanics and adding Grid System and save & load data for player
- **Yoddha** - I create advanced locomotion system using blueprint thread-Safe, Combat System

LV99 Game Jam 2023 (Breath)

- *Game Developer*
- I create character controlling and Ability System With an Animation Blueprint. I also create Menu System for the Game.

LUDUM DARE Game Jam 2023 (Hotaru)

- *Game Developer and UI/UX Design*
- Our Game "Hotaru" which we create for this Jam. I create Character control, movement and also set animation. I create Menu System for this and basic Mechanics

Project Kuroyami

- *Game Developer, UI Design and Combat Design*
- I create Combat System, Boss AI with Behaviour Tree, Character control, movement, and set animation. I create Menu System for this and basic Mechanics

Language

- C language
- C++
- C#
- Java

Skills

- Unreal Engine
- Unity
- GitHub
- Visual Studio
- Perforce

Expertise

- Game Mechanics
- Combat Design
- Enviroment design
- UI/UX
- leadership