

CAREER OBJECTIVE

I am a highly creative game designer with a strong background in both 2D and 3D game design. I have a deep understanding of game mechanics and player engagement and am skilled at creating and implementing compelling game designs. I am also well-versed in game development tools such as Unity and Unreal Engine. I am a dedicated team player and can lead a team in a collaborative environment. I am passionate about creating engaging, immersive experiences for players and am always looking for new and innovative ways to push the boundaries of game design.

EDUCATION

BA Game-Art & Design

Seamedu School of Pro-Expressionism

2023 | Pune, IN

PROJECT SUMMARY

1. Maze Run (3D Level Design)

12/2022 – 05/2023

As my first final year project, I made a visually stunning and challenging 3D maze run level design in Unity.

2. Hop to it! (2D Game)

12/2022 – 05/2023

As my second final year project I made a fun and challenging 2D pixel art platformer game.

3. The Art of Auraxis

03/2021 – 04/2021

The target for this project was to come up with our own Sci-Fi genre concept design.

4. Project Athena

02/2021 – 03/2021

Target was to create concept art for a game based on a medieval Monastery.

INTERESTS

- Cooking
- Reading
- Badminton
- Photography


LANGUAGES


English	<div><div></div></div>
Marathi	<div><div></div></div>
Hindi	<div><div></div></div>


Hrithik Kokne


Level Designer



 +91 7507743903

 Pune, India

 hritzz123@gmail.com

 <https://www.linkedin.com/in/hrithikkokne/>

 <file:///D:/WORK/Portfolio/index.html#>

SKILLS

Autodesk Maya	<div><div></div></div>
Blender	<div><div></div></div>
Unity	<div><div></div></div>
Unreal Engine	<div><div></div></div>
Godot	<div><div></div></div>
Adobe Photoshop	<div><div></div></div>
Communication Skills	<div><div></div></div>
Analytical Skills	<div><div></div></div>
Documentation	<div><div></div></div>
Verbal communication	<div><div></div></div>

DECLARATION

I hereby declare that the details furnished above are true and correct to the best of my knowledge and belief.

Hrithik Sanjay Kokne

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