

VINAYAK REGMI

(765) 476-3599 | vinayakregmi@gmail.com | West Lafayette, Indiana, USA | <https://www.linkedin.com/in/vinayakregmi/>
Portfolio: www.vinayakregmi.dev

PROFILE SUMMARY

A passionate and creative Game Designer and Developer with extensive experience in building engaging and immersive game experiences. Adept in designing engaging gameplay mechanics, developing immersive worlds, and integrating cutting-edge AR/VR technologies. Experienced in both Unity and Unreal Engine, with a strong foundation in C# and C++ programming. Proven expertise in managing the design and development process from concept to completion, including gameplay mechanics and level design. Adept at leading teams, mentoring students, and collaborating across various stages of development. Strong focus on creating innovative gameplay systems that enhance user interaction and deliver exceptional gaming experiences.

CORE COMPETENCIES

- **Game Design & Development:** Expertise in creating immersive experiences using Unity and Unreal Engine.
- **Prototyping & Gameplay Mechanics:** Skilled in designing prototypes and engaging gameplay mechanics.
- **Team Leadership:** Experienced in leading teams and managing collaborative projects.
- **AR/VR Integration:** Proficient in integrating augmented and virtual reality into game design.
- **Mentorship & Education:** Strong background in mentoring and guiding students in game development.

SKILLS HIGHLIGHTS

- | | | |
|--|----------------------|------------------------|
| • Game Engines: Unity, Unreal Engine | • Level design | • Critical Thinking |
| • Programming Languages: C#, C++, OpenGL, Firebase, SQL | • Character design | • Adaptability |
| • Design Tools: Blender 3D, Substance | • Story design | • Attention to Detail |
| • Expertise: Game Design | • Creative Thinking | • Strategic Planning |
| • AR/VR Development | • Problem Solving | • Analytical Thinking |
| • Procedural Content Generation | • Team Collaboration | • Client Relations |
| • Communication Skills | • Project Management | • AI Integration |
| | • Time Management | • Leadership Abilities |

PROFESSIONAL WORK EXPERIENCE

GAME DEVELOPER

MAR 2024 –PRESENT

[Purdue University College of Liberal Arts, West Lafayette](#)

- Develop interactive Unity simulations with engaging gameplay mechanisms.
- Design and implement a gamified historical event database.
- Create dynamic educational experiences using procedural content generation.
- Develop multi-camera views to enhance player interaction and discovery.

Achievements:

- Developed and published an immersive WWII flight simulator with dynamic event markers and detailed layouts.
- Enhanced exploration with core mechanics and multiple camera views.

LEAD GAME DESIGNER

MAY 2023 – NOV 2023

[Danson Solutions, Kathmandu](#)

- Designed characters, worlds, and core gameplay for diverse game genres.
- Authored comprehensive Game Design Documents (GDDs) for development teams.
- Crafted white-box prototypes, level layouts, and innovative game loops.
- Pitched creative game concepts to stakeholders and cross-functional teams.

Achievements:

- Created multiple GDDs and full character and world stories.
- Pitched multiple game designs to different teams.

BUSINESS OWNER & LEAD GAME DEVELOPER

OCT 2022 – JAN 2024

[Frozen Flame Studio, Kathmandu](#)

- Directed game development projects using Unity and Unreal Engine.
- Published games on various platforms with strategic marketing plans.
- Managed design and development teams to meet production timelines.
- Integrated resource gathering, crafting, and boss battle mechanics into gameplay.

Achievements:

- Developed Rex Run, a mobile game with Firebase and Google AdMob integration.
- Built Titanomachy, a survival game prototype with procedurally generated worlds.

GAME DEVELOPMENT TUTOR

Danson Solutions, Kathmandu

- Delivered comprehensive lessons on Unity, Unreal Engine, and game mechanics.
- Taught coding best practices and debugging techniques for 2D/3D engines.
- Fostered creative growth and technical proficiency in game development.
- Supported students in completing industry-standard projects from concept to prototype.

Achievements:

- Designed curriculum covering procedural generation, level design, and visual elements.
- Mentored students in creating playable prototypes and troubleshooting issues.

MAY 2023 – NOV 2023

ACADEMIC TUTOR

Islington College, Kathmandu

- Provided hands-on guidance in C# and Java programming for academic projects.
- Enhanced practical coding abilities by bridging theory with real-world applications.
- Supported the development of scalable programming solutions for assignments.
- Enabled independent problem-solving through personalized mentoring sessions.

Achievements:

- Taught database design, querying techniques, and data management fundamentals.
- Assisted students in building robust coding and debugging skills.

DEC 2023 – MAY 2023

FREELANCE GAME DEVELOPER

Remote

- Designed and developed indie game prototypes featuring unique mechanics and visuals.
- Crafted level layouts and implemented procedural content for engaging experiences.
- Collaborated with clients on end-to-end development, meeting diverse project needs.
- Integrated storytelling, gameplay mechanics, and technical precision into projects.
- Delivered functional, user-focused games using industry-standard tools.

Achievements:

- Published and showcased a portfolio of innovative game projects.

AUG 2018 – PRESENT

TEACHING ASSISTANT

Islington College, Kathmandu

- Assisted students in mastering C# and Java programming languages through hands-on support.
- Guided students in solving complex assignments, reinforcing programming fundamentals.
- Provided one-on-one mentoring to help students improve coding techniques and debugging skills.
- Facilitated group discussions and lab sessions to foster collaborative learning.

SEP 2021 – SEP 2022

EDUCATION

MSc. Computer Graphics Technology

Purdue University, West Lafayette, IN, USA

➤ Thesis: Use of LLM to Create Procedurally Animated 3D Scenes

JAN 2024 - AUG 2025

BSc. (Hons) Computing

London Metropolitan University, UK

JAN 2019 – JAN 2022

Diploma in Science

Uniglobe SS College, Kathmandu, Nepal

JAN 2017 – JAN 2019

LANGUAGE

- English (Fluent)
- Nepalese (Native)
- Hindi (Basic)