Vinayak Regmi, Game Designer

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LINKS

Interactive Portfolio, Linkedin

PROFILE

I'm an experienced game designer and developer with a strong background in Unity and Unreal Engine, specializing in game design, development, and AR/VR integration. I excel at creating core mechanics and procedural content, with expertise in C# and C++ for building immersive prototypes. I'm proficient in visual design principles, prototyping, and deploying innovative solutions. I take a collaborative approach to managing projects from concept to completion, combining technical knowledge with a passion for creating engaging, player-focused content.

EMPLOYMENT HISTORY

Mar 2024 — Present

Unity Developer, Purdue University College of Liberal Arts
West Lafayette

Responsibilities

- Develop Interactive Unity Simulations
- Gamify a historical event database
- Collaborate with academic leaders to ensure the educational goals are met with the gamification
- Design core gameplay concepts and mechanisms for the projects

Major Achievement

- Developed and Published an immersive WWII flight simulator, showcasing historical events across Europe, with dynamic event markers within a certain radius with detailed level layouts and multiple camera views, enhancing core mechanics for exploration and discovery.

Skills Used

- Game Design; Game Development; Unity; C#; Blender; End to End Development.

May 2023 — Nov 2023

Lead Game Designer, Danson Solutions
Kathmandu

Responsibilities

- Design Character, Worlds and Stories for Future Games
- Design Core Gameplay Concepts, Mechanisms and Loops for multiple different types of games
- Create easy to follow and understandable GDD to convey the design to the management and development teams.
- Organize meeting with different teams to gather ideas for the gameplay
- Create Level Layouts and White Boxes for multiple games.

Major Achievements

- Created Multiple GDDs and Full Character and World Stories.
- Pitched Multiple Game Designs to different teams.

Skills Used

- Game Design; Game Development; Unity; Documentation; Storytelling; Visual Game Design; Environment Design; Level Design

Oct 2022 — Jan 2024

Business Owner and Lead Game Developer, Frozen Flame Studio
Kathmandu

Responsibilities

- Create fully fledged games in Unity and Unreal.
- Design innovative and fun gameplay mechanisms and loops.
- Direct a development team to integrate the designs into final gameplay.
- Acquire Clients and develop client Projects.
- Work with publishers to publish games in different marketplaces.

Achievements

- Created a mobile game "Rex Run" with in app purchases, Social logins, Firebase integration and Google Admob integration. And Publish the game with the help of a Publisher to the Google Play Store to perform KPI Tests.
- Created a Prototype Survival Game "Titanomachy" with multiple procedurally generated worlds, with resource gathring, crafting and different enemies. With boss battles, inventory and equipment system.

- Taught a team of game design and development interns about different game dev , design principles and different 3d game engines.

Skills Used

- Game Design; Game Development; Unity; Unreal; Procedural Content Generation; Visual Game Design; Environment Design; Level Design; 3D Modeling; Animation; Firebase; AdMob; Team Leading;

May 2023 — Nov 2023

Game Development Tutor, Danson Solutions
Kathmandu

Responsibilities

- Guided students in core game mechanics, coding fundamentals, and visual design principles.
- Provided best practices and troubleshooting support for game design and development projects.
- Taught skills in 3D and 2D game engines, including Unity and Unreal, to encourage creative growth.
- Mentored students to build confidence and technical proficiency in game design and programming.

Achievements

- Supported multiple student projects from concept to prototype, enhancing their understanding of game design principles.
- Developed a curriculum covering key topics such as procedural content generation, environment design, and level design.
- Introduced students to industry-standard tools and engines, fostering hands-on learning and project-based skills.

Skills Used

- Game Design; Unity; Unreal Engine; Coding Fundamentals; Visual Design; Level Design; Procedural Content Generation; Mentoring; Troubleshooting; Team Leadership; Creative Problem-Solving

Dec 2022 — May 2024

Academic Tutor, Islington College
Kathmandu

Responsibilities

- Provided programming guidance in C# and Java to strengthen students' foundational coding skills.
- Assisted with core coding concepts, troubleshooting, and database fundamentals.
- Enhanced practical skills by connecting theoretical knowledge with hands-on programming experience.

Achievements

- Successfully guided students to complete complex coding assignments independently.
- Improved students' problem-solving abilities by teaching effective debugging and troubleshooting techniques.
- Enabled students to design and query databases, building a strong foundation in data management.

Skills Used

- C#; Java; Database Design; Coding Fundamentals; Troubleshooting; Teaching

Sep 2021 — Sep 2022

Teaching Assistant, Islington College
Kathmandu

Responsibilities

- Supported students in C# and Java, assisting with assignments and questions.
- Facilitated discussions on programming and database design fundamentals.
- Assisted instructors with course content and provided individualized coding support.

Achievements

- Increased student engagement and understanding with targeted guidance.
- Boosted assignment completion rates through effective support.

Skills Used

- C#; Java; Database Design; Programming Fundamentals; Student Support

Aug 2018 — Present

Freelance Game Developer

Responsibilities

- Developed indie games across genres, creating mechanics and level layouts from scratch.
- Managed full development cycle in 3D engines for high-quality games.
- Collaborated on visual design, level layouts, and gameplay mechanics.
- Innovated with new ideas and technologies for unique player experiences.

Achievements

- Created diverse portfolio game projects.
- Worked with clients to make client requested games

Skills Used

- Game Design; Level Design; Visual Design; Innovation; Unity; Unreal; Blender

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EDUCATION

Jan 2024 — Aug 2025	**MSc. Computer Graphics Technology, Purdue University**
Jan 2019 — Jan 2022	**BSc. (Hons) Computing, London Metropolitan University**
Jan 2017 — Jan 2019	**Diploma in Science, Uniglobe SS College** Kathmandu

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SKILLS

Game Design	C++ (Programming Language)
Game Development	OpenGl and its Libraries
AR/VR Development	Blender 3D
Design Strategy	Firebase
Unity	Artificial Intelligence
Unreal	LLM Integration in Games
End-To-End Development	Visual Design Principles
C Sharp (Programming Language)	

LANGUAGES

English	Hindi
Nepalese	

RESEARCH

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

To Be Completed: August 2025