

Vinayak Regmi, Game Designer

West Lafayette, Indiana, United States, (765) 476 3599, vinayakregmi@gmail.com

LINKS

[Interactive Portfolio](#), [Linkedin](#)

PROFILE

I'm Vinayak "Vin" Regmi, an experienced game designer and developer with a passion for building immersive, player-focused experiences. With a strong foundation in Unity and Unreal Engine, I specialize in game mechanics, procedural content, and AR/VR integration. Skilled in C# and C++, I excel at creating innovative prototypes that bring ideas to life. I approach every project with creativity and collaboration, managing it from concept to completion with a focus on visual design, engaging gameplay, and pushing the boundaries of interactive storytelling and proper design strategy.

EMPLOYMENT HISTORY

Mar 2024 — Present	Unity Developer, Purdue University College of Liberal Arts Responsibilities <ul style="list-style-type: none">Develop interactive Unity simulations with interesting mechanismsGamify a historical event database Major Achievement <ul style="list-style-type: none">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.	West Lafayette
May 2023 — Nov 2023	Lead Game Designer, Danson Solutions Responsibilities <ul style="list-style-type: none">Design character, worlds and stories for future GamesDesign core gameplay concepts, level layouts, white boxes, mechanisms and loops for multiple different types of games.Create easy to follow and understandable GDD. Major Achievements <ul style="list-style-type: none">Created multiple GDDs and full character and world stories.Pitched multiple game designs to different teams.	Kathmandu
Oct 2022 — Jan 2024	Business Owner and Lead Game Developer, Frozen Flame Studio Responsibilities <ul style="list-style-type: none">Design and develop fully fledged games in Unity and Unreal.Direct a development team to integrate the designs into final gameplay.Work with publishers to publish games in different marketplaces. Achievements <ul style="list-style-type: none">Developed "Rex Run," a mobile game featuring in-app purchases, social logins, Firebase, and Google AdMob integration, published on the Google Play Store for KPI testing.Built "Titanomachy," a survival game prototype with procedurally generated worlds, resource gathering, crafting, diverse enemies, boss battles, and a full inventory and equipment system.	Kathmandu
May 2023 — Nov 2023	Game Development Tutor, Danson Solutions Responsibilities <ul style="list-style-type: none">Guided students in core mechanics, coding fundamentals, and visual design for 2D and 3D development engines like Unity and Unreal.Mentored students in best practices and troubleshooting, fostering technical proficiency and creative growth. Achievements <ul style="list-style-type: none">Supported student projects from concept to prototype, enhancing their understanding of game design.Developed a curriculum on procedural generation, environment design, and level design with industry-standard tools.	Kathmandu

Dec 2022 — May 2023

Academic Tutor, Islington College

Kathmandu

Responsibilities

- Provided programming guidance in C# and Java, reinforcing foundational coding and database skills.
- Connected theory with hands-on experience, enhancing students' practical coding abilities.

Achievements

- Enabled students to complete complex coding assignments independently and strengthened their debugging skills.
- Guided students in database design and querying, building a solid foundation in data management.

Sep 2021 — Sep 2022

Teaching Assistant, Islington College

Kathmandu

Responsibilities

- Supported students in C# and Java, helping with assignments and programming fundamentals.

Aug 2018 — Present

Freelance Game Developer

Responsibilities

- Developed indie games prototypes from scratch, handling mechanics, level layouts, and full development in 3D engines.
- Collaborated on visual design and gameplay mechanics for unique experiences.

Achievements

- Built a diverse game portfolio and delivered client-requested projects.

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

SKILLS

Prototyping	C Sharp (Programming Language)
Game Design	Procedural Content Generation
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++ (Programming Language)	Story Telling

LANGUAGES

English	Hindi
Nepalese	

RESEARCH

Thesis: Use of LLM to Create Procedurally Animated 3D Scenes
To Be Completed: August 2025