**Combat System Paper Prototype** - *Game Designer*

* Designing a paper prototype using cards and a tiled map to simulate the mechanics involved in Action Game combat.
* Emulated critical timings and reactions by associating execution times with actions like the attacks, blocking and evading.
* Working on including mechanics to affect enemies in ways such as pushing, staggering, launching etc. in order to play out combat strategy.

**Stick-Man Fight** *- Animator - Flash*

Published on [YouTube](https://youtu.be/MIk4PAED2iI)

* Created a frame-by-frame animation in Flash depicting a fight sequence between stick figures.
* Animated characters focusing on technicalities of the moves they execute.
* Animated specific actions with special effects like trailing effects for kicks, screen shudder, blood spurt etc.

**ACTIVITIES & ACCOMPLISHMENTS**

* DotA player since May 2008 with a thorough understanding of the game’s systems and mechanics.
* Dota 2 player since the Closed Beta with currently 1600 hours played.
* Achieved 2nd place at a college LAN event for DotA in 2013.
* Event head for the Dota 2 LAN at K.J. Somaiya’s ‘Abhiyantriki 2013’ where I led a team to setup for the event, handle logistics and setup matches.
* Managed the Need for Speed: Most Wanted LAN at K.J. Somaiya’s ‘Abhiyantriki 2012’ where I was responsible for setting up races and handling logistics.
* Member of the ‘Computer Society of India’ student chapter for the academic years 2012-2013 and 2013-2014 where I worked in the preparations for college festivals.