Your recent projects like the Prince of Persia: Sands of Time remake are of great interest to me. The Prince of Persia series is actually one of my favorites. So it is exciting to be applying here.

I love Action, Adventure and Competitive games. I specialize in Player Controls, combat, movement and animation. Ubisoft has a line-up of games that would allow me to use my skills in these areas and also to improve on them. I also like game feel, learning about and working with player intent and creating power fantasies - making the player feel like the character they play as, through gameplay. The kind of work I like to do is more systems-based whether it be gameplay or animation. I think the type and scale of the games that Ubisoft works on aligns with these aspects. I like collaborating with designers and artists and I think this position will involve doing a lot of that.

I would love the chance to contribute to the projects Ubisoft Mumbai is working on. I look forward to hearing from you.