

# Resume | Surya Nair

## **Professional Summary**

Highly motivated and creative Game Designer/Developer with 22 years of experience in conceptualizing, prototyping, and implementing engaging gameplay mechanics and systems. Proficient in Unity and C#, with a strong foundation in level design, player experience (UX), and collaborative development within Agile environments. Seeking to leverage design skills and technical expertise to contribute to innovative projects at a leading online game company.

## **Skills**

### **Technical Skills:**

- C# Programming
- Gameplay Systems Design
- Prototyping (Unity, Unreal Blueprints)
- Level Design & Implementation
- Version Control (Git, Perforce)
- Agile/Scrum Methodologies
- Basic C++

### **Software Proficiency:**

- Unity Engine
- Unreal Engine (Basic/Intermediate)
- Visual Studio / Rider
- Figma / Adobe XD (UI/UX Mockups)
- Trello / Jira / Asana
- Photoshop (Basic Asset Editing)

### **Design Skills:**

- Game Mechanics Design
- Player Progression Systems
- Narrative Design Concepts
- User Experience (UX) Focus
- Documentation (GDDs)

## **Core Competencies**

1. Strong ability to translate design concepts into functional gameplay prototypes.
2. Proven track record of collaborating effectively within cross-functional development teams.
3. Dedicated to creating intuitive and engaging player experiences through iterative design and testing.
4. Adaptable and quick learner, constantly exploring new game development technologies and methodologies.

## **Experience**

### **Machine Learning developer at Mars**

**Lead ML Dev** | New Mars Town, Colorado - Remote | Feb 2025 - Present

- Handled Quality control
- Responsible for training fellow team members
- Generated 7 billion CryptoCash with successs of ML

### **Glenunga International High School IT admin**

**Senior IT Administrator** | Glenunga, Adelaide: South Australia | Feb 2022 - Feb 2024

- Helped 2400+ students with IT issues
- In charge of managing school network and technologies

## **Education**

### **University of Adelaide**

**Bachelor of Computer Science** | Graduation Date: July 2018

*Machine Learning and Artifical Intelligence*

- High Distinction GPA
- Deans List every year

## **Contact**

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