

# Herambh Shinde

Pune, Maharashtra • +91 831 728 4557 • herambh3132@gmail.com  
• [linkedin.com/in/herambh-shinde-957934249](https://www.linkedin.com/in/herambh-shinde-957934249) • <https://uwu-3132.github.io/Resume-Website/>

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## Game Designer

Passionate game designer with a flair for crafting immersive, innovative gameplay experiences that captivate players for almost 3 years. Proficient in concept development, level design, and narrative storytelling, committed to pushing the boundaries of interactive entertainment.

## WORK EXPERIENCE

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**Vagabond Studios** • Pune • Part-time • 08/2023 – Present

### Level Designer

- Created 4 levels for pc horror game in 6 weeks, exceeding completion goal by 23%.

**Globant Game Jam 2022** • Pune

### Game Designer

- Developed 3D Dice game for multiple platforms, Game Jam Participation Awarded

**Seamedu Game Jam** • Pune

### Level Designer

- In 24 hours Game Jam, designed 5 levels for game named Flexx.

## SKILLS

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Passionate, Creativity, Dedication, Teamwork, Game Programming, Technical Competency, Video Game Development, Unreal Engine, Level Design, Game Design, JavaScript, Hypertext Markup Language, Cascading Style Sheet, C#, Unity Engine, C++

**Languages:** English, Hindi, Marathi

## EDUCATION

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### BCA in Game Development

Seamedu School Of Pro Expressionism • Pune • 09/2021 – Present

My three years at Seamedu School of Pro Expressionism were a game developer's dream. I immersed myself in game design, programming, art, and sound engineering, learning to use industry-standard tools. Hands-on projects and mentorship from experienced faculty were key highlights, and I built a robust portfolio while networking with industry professionals. As a student, I feel well-prepared for a successful career in the gaming industry.

### HSC

Tc College • Baramati • 04/2018 – 04/2019