

Herambh Shinde

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Summary

Passionate game designer based in Pune, Maharashtra. Strong background in developing engaging gameplay mechanics, crafting compelling narratives, and designing intuitive UI/UX experiences. Internship experience at Reliance Games, with contributions to titles like **Real Steel** and **WWE Mayhem**, has equipped me with skills in Unity, Unreal Engine, and various design tools. Committed to creating immersive player experiences through innovative game design and effective collaboration with multidisciplinary teams.

Portfolio

<https://uwu-3132.github.io/Resume-Website/>

Education

Seamedu School of Pro Expressionism | Pune, Maharashtra
BCA Game Development | 07/2024
CGPA:- 8.75 Grade:- O

Experience

Reliance Games | Pune, Maharashtra
Game Design Intern | 01/2024 - 04/2024
Game Designer on the Real Steel IP:- **FTP World Robot Boxing (WRB)** Mobile Game.

- Gameplay Balancing
- UI/UX Design
- Economy Balancing
- System Design
- Live Events Creations and Maintenance
- Additional Features Brainstorming and Prototyping
- Google Sheets
- Excel/VBA

Assisted with Co-Designers with IP's like:-

- **FTP American Dad : Apocalypse Soon** - Gameplay Balancing and Systems Improvements
- **FTP WWE Mayhem** - QOL Improvements on Google Sheets and Live Events

Skills and Tools

Game Design, System Design, Game Balancing, GDD, Live Events, UI/UX Design, C#, C++, Google Sheets, Unity Engine, Unreal Engine, MS Office, Figma

Languages

English, Hindi, Marathi

Certificates

Google Analytics, Globant Game Jam 2022