

DEVIKA KANDAMATTIL

Game Designer

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SUMMARY

Enthusiastic and creative Game Design graduate with a strong foundation in game mechanics, storytelling, and interactive design. Experienced in developing games and prototypes using Unity , Blender and Maya through academic projects. Adept at collaborating in team environments, applying problem-solving skills, and quickly adapting to new tools and technologies. Passionate about creating engaging, player-focused experiences, and eager to contribute fresh ideas and innovative solutions to game development projects.

EDUCATION

BCA in Gaming and Graphics | Presidency University

August 2022 – July 2025, Bengaluru, Karnataka

Higher Secondary in Commerce with Computer Application | Little Flower CGHSS

March 2021, Thrissur, Kerala-92%

10 th Standard | Govt . H S Thayyoor

March 2019, Thrissur, Kerala-93%

SKILLS

- Java , Python , MySQL , C programming , C#
- Unity Hub , Figma , Maya , Blender , Affinity Photo
- Communication , Teamwork, Adaptability, Fast learning

PROJECTS

Capstone Project

Designed and Created a 2d platformer game called “ETERNITY” for college mini project by using unity hub and c# programming using Visual Studio Code .

Final Year Project

Designed and Created a 3d AR/VR game called “BEAT SABER” for academic final year project using unity hub and c# programming using Visual Studio Code .