

## Profile



# Aditya Raj

Game Designer

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An aspiring game designer and recent graduate with a strong foundation in Technical Design, Storytelling, and Visual Aesthetics. My passion lies in crafting immersive and engaging gaming experiences through innovative design and interactive storytelling.

## Resume

### Education

2020 – 2024 — Central Institute of Technology Kokrajhar  
Bachelor of Design

### Certificate

IITM – Finland | Certificate course on Mastering VR | 2024

### Experience

IIT Bombay | Cube Immersive VR System Lab | 2 Months

Developed a detailed and interactive virtual city environment featuring realistic crowd and traffic AI simulations. Designed specifically for Cube Immersive VR, the experience delivers high immersion through environmental detail, dynamic pedestrian and vehicle behavior, and responsive interactions.

### Skill

#### Softwares

Unreal Engine  
Unity  
Maya  
Blender  
Adobe : Ps | Ae | Pt | Ds

#### Design

Game Design  
Gamification  
XR Design

#### Languages

C++  
C#  
HTML5 | CSS | JS