ADITHYA UDUPA

HE/HIM, GAME DESIGNER

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PROFILE

Game design aspirant with a solid foundation in level and systems design, backed by a Master's degree in Game Design. Experience includes crafting engaging Points of Interest and collaborating closely with artists and engineers to enhance game play elements. Skilled in industry-standard tools such as Unreal Engine and Unity, with a good understanding of programming languages like C++ and C#. Eager to leverage creativity and technical skills to contribute to innovative game design projects.

PROFESSIONAL EXPERIENCE

Intern - Level Designer, Mars Games, Orlando

June 2025 — Present

Designed and created different Points of Interest (POIs) for an unannounced multiplayer game.

Collaborated with environment artists to pick assets for my POIs.

Intern - Systems Designer, Mars Games, Orlando

December 2024 — June 2025

Followed tutorial series and courses to learn systems that could be implemented in the game.

Collaborated with engineering department to better understand programming in game development.

EDUCATION

MS in Game Design

September 2024 — October 2025

Full Sail University, Orlando Master of Science

1y, accelerated program. Learnt game design techniques, user experience research, prototyping, quality assurance methods, asset management, documentation techniques. Learnt production software - Jira, Confluence, Office suite.

BS in Information Science and Engineering

August 2019 — July 2023

RV Institute of Technology and Management, Bengaluru Bachelor of Engineering

Learnt programming languages - C++, Python, HTML, etc. Learnt computer architecture, design and analysis of algorithms, data mining, database management systems, Al-ML, etc.

TECHNICAL SKILLS

Unreal Engine Unity Blender and ZBrush Office Suite C++ and C# Version Control

LINKS

Portfolio Website

https://adithyaudupa828.github.io/portfolio/

LinkedIn

www.linkedin.com/in/828-adithya-udupa

ADDITIONAL INFORMATION

- · Languages: Kannada, English, Japanese, Hindi
- Hobbies: Playing video games, 3D modelling, Chess