

# ADITHYA UDUPA

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## WORK EXPERIENCE

### Intern, Level Designer, Mars Games

Jun 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

Dec 2024 - Jun 2025

- Followed tutorial series and courses to learn systems that could be implemented in the game.
- Collaborated with engineering to better understand programming in game development.

## EDUCATION

### Master of Science in Game Design

Oct 2025

*RV Institute of Technology and Management, Bengaluru.*

### Bachelor of Technology in Information Science and Engineering

Aug 2023

*Full Sail University, Orlando.*

## PROJECTS

### Unannounced Game

*Mars Games - Level Designer.*

- Designed and created different Points of Interest (POIs) for an unannounced multiplayer game.
- Collaborated with environment artists to pick assets for my POIs.

### Daredevil Fan Game

*Solo Project - Systems Designer, level designer, environment artist, and UI designer.*

- Planned and designed first two levels, block outs, etc.
- Created systems core to Daredevil (Radar sense, parkour, combat).
- Implementing Enemy AI.

### Elixir Blitz: Saya's Trials

*Group Project - Level designer, environment artist, UI artist, and UI designer.*

- Planned and designed the second level.
- Modeled and textured ingredients.
- Designed and implemented UI (inventory UI and main menu, pause menu, and settings menu).

### Space Invaders, Pac-Man, Angry Birds

*Solo Projects*

- Recreations of simple games.

## SKILLS

- |  |   |                         |
|--|---|-------------------------|
| • Unreal Engine and Unity                      | • Production - Jira, Confluence         | • UI design             |
| • Coding - C, C++ & C#                         | • MS Office and Google Suite            | • Project documentation |
| • Modeling - Blender & ZBrush                  | • Quality assurance and testing         | • Gameplay optimization |
| • Version Control - Diversion, Plastic, GitHub | • Production - Waterfall, Agile (Scrum) | • Detail oriented       |

## LINKS

Portfolio: [adithyaudupa828.github.io/portfolio/](https://adithyaudupa828.github.io/portfolio/)

LinkedIn: [www.linkedin.com/in/828-adithya-udupa](https://www.linkedin.com/in/828-adithya-udupa)

## ADDITIONAL INFORMATION

Languages: Kannada, English, Japanese, Hindi

Hobbies: Playing video games, 3D modeling, Sports (Cricket and Badminton), Chess, Guitar