

Adithya Udupa

407 529 8092 | E-Mail | Portfolio | LinkedIn

Education

- Full Sail University**, M.Sc in Game Design October 2025
• Coursework: Prototyping and Content Creation, Advanced Design Workshop, UI/UX, Game Design, QA.
- RV Institute of Technology**, B.Tech in Information Science and Engineering August 2023
• Coursework: Web Development, AI/ML, Management and Entrepreneurship.

Experience

- Level Designer, Intern** - Mars Games, Orlando June 2025 – Present
• Designed and created different Points of Interest (POIs) for an unannounced multiplayer game.
• Collaborated with environment art to plan aesthetics and feel of each level.
- Systems Designer, Intern** - Mars Games, Orlando December 2024 – June 2025
• Followed tutorial series and courses to learn combat systems that could be implemented game.
• Documented mechanics and systems related to combat and enemy AI.
• Participated in play test, analyzed feedback, and iterated systems for balance and engagement.
• Collaborated with engineering to better understand programming in game development.

Projects

- Daredevil, Solo Project** - *Systems Designer, level designer, UI designer, UI artist, and environment artist*
• Tools Used: Unreal Engine 5, GIMP, Photoshop, Blender.
• Designing and implementing systems core to Daredevil - Radar sense, parkour, combat.
• Planned, designed, and implemented UIs and HUDs.
- Elixir Blitz: Saya's Trials, Group Project** - *Level designer, UI artist, UI designer, and environment artist*
• Tools Used: Unreal Engine 5, GIMP, Photoshop, Blender.
• Designed and implemented UI (inventory UI and main menu, pause menu, and settings menu).
• Planned and designed the entire second level.
- Unannounced Multiplayer Game, Mars Games** - *Level designer, Intern*
• Tools Used: Unreal Engine 5, draw.io, Photoshop, Confluence
• Designed and created 4 Points of Interest (POIs) for different environments.
- Unannounced Multiplayer Game, Mars Games** - *Systems designer, Intern*
• Tools Used: Unreal Engine 5, Word (documentation), Jira.
• Worked with engineering team to debug core mechanics, ensuring features met design goals.

Skills

- Programming and Game Engines:** Unreal Engine 5 | Blueprints | Unity | C++ | C# | Python | SQL
- Design and Art:** Blender | ZBrush | Photoshop | GIMP | Maya | Adobe CC
- Production:** Jira | Technical Documentation | MS Office & Google Suites | Confluence
- Quality Assurance:** QA | Optimization | Game Testing
- Version Control:** Plastic SCM | Diversion | GitHub

Additional Information

Languages: Kannada, English, Japanese, Hindi

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