

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