

# Adithya Udupa

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## 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