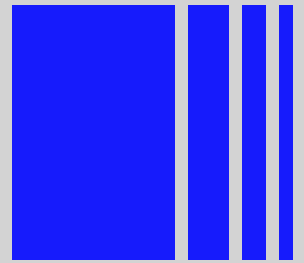# ARYAN SHAKYA

GAME DESIGNER

CAREER OBJECTIVE

I'm a passionate game designer and developer, I aim to leverage my skills in game development and storytelling to create innovative and impactful digital content. My goal is to contribute to a forward-thinking studio where I can collaborate, grow, and help bring unique creative visions to life.

ACHIEVEMENTS

NOMINATED IN IGDC'24 AWARDS
PC/Console Game of the Year
Best Gameplay Game of the Year
Popular Choice Award
For **Project F**

Showcased multiple game projects at IGDC 2023 & 2024

SKILLS

Technical Skills:
- C# Programming, Unreal Blueprint
- Game Prototyping & Testing
- Level Design, 3D Modeling

Creative Skills:
- Unreal Cinematics
- Video Editing
- Storytelling & Narrative Design

Management Tools:
- Documentation
- Project Management

TOOLS

- UNITY ENGINE
- UNREAL ENGINE
- ADOBE PREMIERE PRO
- ADOBE AFTER EFFECTS
- ADOBE ILLUSTRATOR
- AUTODESK MAYA
- NOTION

PROJECTS

A collection of games, cinematics, design documents, and concept works that I've developed and contributed to can be found in my portfolio.
PORTFOLIO LINK

WORK EXPERIENCE

FREELANCE GAME DEVELOPER
Neur XR Studios | Nov 2024 - Dec 2024

GAME DESIGNER/DEVELOPER
Unfocus Studios | Aug 2024 - Present
- Collaborated on multiple team projects including **The Vengeance, Untitled, and Project F**.
- Contributed to gameplay design, prototyping, and level creation for **IGDC-nominated project**.

GAME DESIGNER
Zher Blast Studios | Nov 2024 - Present
- Designed and developed cinematics for **Fire-Tyre**, enhancing player immersion and supporting narrative storytelling.

EDUCATION

BACHELOR OF DESIGN IN GAME DESIGN &DEVELOPMENT
Artemisia College of Art & Design | 2021 - 2025

ST. MARY'S INTER COLLEGE
CBSE BOARD | 2008 - 2021