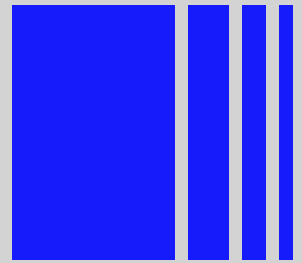


# ARYAN SHAKYA



## 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 - Jan 2024

- Completed all tasks ahead of deadlines, delivering high-quality work on time with strong attention to detail

#### GAME DESIGNER/DEVELOPER

[Unfocus Studios](#) | Aug 2024 - Present

- Collaborated on multiple team projects including **The Vengeance**, **Untitled**, and **Project F**.
- Contributed to game 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

