

# ARUN ABRAHAM

## SHIPPED TITLES

### Contract Developer, Fast Ferret Media

- Fast Ferrets (Android & iPhone)

Ongoing, Expected release: 2015

### Game Developer, EA Hyderabad, India

- Surviving High School (Android)
- Pogo Engine (Android)
- Fantasy Safari (iPhone)
- DeadSpace (Android)

2011, C++ and EA-Mobile Tech (EAMT)

Porting, Development, Bug Fixes

Prototyping

Prototyping

## ACADEMIC PROJECTS

### Amirelia (Capstone Project)

An exploration using friendship as a mechanic  
Top Down, Co-op, Exploration, Puzzle

<http://www.amirelia.com/>

Gameplay, Visuals effects & Design;

### Lord of the Karts

3D Racer, Simulation, Unreal 4

Visual Effects

### MechGIC

3D, First Person, Mech Battle Arena, Unity

Level Design

### London Hollows

3D, First Person, Unity

Gameplay & Lighting

### It Takes Time

2D, Point & Click, Stencyl

Gameplay, Mini-games;

### Paperback Expansion

Card Game Prototype

Card Game Prototype, Balancing

### Motivational Design Wiki

Motivational Psychology based Game Design  
Wiki

<http://motivationalpatterns.com/>

Contributor

## SKILLS

### Programming

C, C++, C#, familiar with Java

### Engines

Unity4, familiar with Unreal4, Stencyl, Cocos2D-x

### Software

Excel, Familiar with Maya

## EDUCATION

### Rochester Institute of Technology (2015)

M.S. In Game Design and Development

3.85

### Vellore Institute of Technology, India (2010)

B. Tech. in Information Technology

8.32/10