

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

Bug Fixes

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, SourceTree

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