# Aryanth ANAM

Technical Game Designer

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#### Experience

#### Game Design Intern.

Zynga, India June, 14 - Oct, 14

- Worked on Farmville & Unannounced title
- Designed & balanced weekly quets on Farmville
- Designed & balanced content for weekly features on Farmvile

#### Game Design Intern.

The Awesome Game Studio, India

May, 13 - Aug, 13

- Worked on Alphaman & Shelved Project
- Created level design for Alphaman
- Create wordlist to be used in Alphaman as per demograhic
- Prototype shelved project in Unity

#### Skills Game Design

Programming

Engine

Game Concept System Design

С#

C++

Unreal Engine

Level Design Design Documentation. Unreal Script

XNA

Unity

### Project Mgmt.

## Agile Methodology

Risk Analysis Asset Listing

### Tools

MS Office Visual Studio Photoshop Perforce Git

#### Mathematics

Algebra Geometry Vectors Probability

#### Education Rubika Supinfogame

Masters: Game Design & Project Management

5 Years Integrated Masters Course for Game Design and Project Management

Language

English, Hindi, Telegu, French(Basic)

Interests

E-Sports, Technology, Reading, Physics, Math, Computers