

FAIZAL KHAN

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Industry Professional with 2+ years of experience in Game, System, Level Design, Unity Engine & C# seeking career opportunities.

PROFESSIONAL EXPERIENCE

Lead Game Designer | INSANITY CREW GAMES | Aug 2023 - Present

- [\[LINK\]](#) **Tower Defense:** Currently spearheading a team of 6 people in the development of a mobile tower defense game for Glance, responsible for game, level & economy design. [Dec 2023 – Present].
- [\[LINK\]](#) **Trash Troopers:** A casual game for android. Responsible for ideation, design, and balancing throughout the development process. Submitted in IGDC Awards 2023. [Aug 2023 – Oct 2023].
- [\[LINK\]](#) **The Secret Language of Love:** A small visual novel game made with Unity Engine using C# in 48 hours for IGDC BYOG 2023 game jam. Responsible for ideation, concept development, level design & some 2D pixel art.

PROJECT EXPERIENCE

[\[LINK\]](#) Rocket Boy - Game Designer

May 2024

- Rocket Boy is a platformer game about a boy who likes to explore outer space. One day he went too far while exploring and now he is lost. You take up the role of this rocket boy and help him make it back to the space station. Made in Unity Engine using C# for a game jam called Dev's Arena organized by ACAC and Games Connect.

[\[LINK\]](#) Balloony - Game Designer and Developer

April 2024 - Present

- Balloony is an exhilarating balloon-popping game where you tap your way through colorful balloons and tricky obstacles. With vibrant graphics, catchy music, and addictive gameplay, it's perfect for players of all ages. Crafted with Unity engine and C#. Published on itch.io and in closed testing of play store.

[\[LINK\]](#) 2.5D Shooter - Game Designer and Developer

Oct 2023 - Mar 2024

- Experience a captivating Android adventure crafted with Unity and C#. Engage in strategic gameplay, solve puzzles, and navigate dynamic combat scenarios. With stunning visuals and a compelling narrative, our game offers an immersive experience tailored for Android devices, all in a portrait-oriented format.

[\[LINK\]](#) Darren the Thief - Game Designer and Developer

Sept 2023 - Oct 2023

- Developed a captivating 3D escape game for Windows, immersing players in the intriguing world of an auction house heist. Players assist Darren in executing an audacious fleece. Crafted with Unity and C#. The game features immersive cinematic cutscenes for an engaging storytelling experience.

[\[LINK\]](#) LAMA [Learn About Me App] - Game Designer and Developer

Aug 2023

- Created an Android app that invites players to embark on a mysterious journey through a dark dungeon to uncover details about its enigmatic creator, including their work, education, and hobbies. This immersive experience combines storytelling and exploration to reveal the creator's intriguing backstory.

[\[LINK\]](#) Under the Tree - Game Designer and Developer

July 2023 – Aug 2023

- Designed a casual catcher game available on PC, Android, and WebGL platforms. Players engage in a thrilling challenge of catching ripe fruits while skillfully shooting down the rotten ones plummeting from a towering tree. This cross-platform game offers fun and excitement across various devices.

[\[LINK\]](#) Rubber Bang - Game Designer [COLLEGE LEVEL COMPETITION]

Mar 2023 - MAY 2023

- Conceptualized and spearheaded the development of an online multiplayer shooting game in collaboration with a teammate. My role encompassed game and level design, balance refinement, and contributing 3D art using Maya 3D. The result? A victorious project, securing us a prestigious prize of Rs. 15,000 in a competition.

SKILLS

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|----------------|-----------------------|-----------------------|----------------|------|
| • Game Design | • Level Design | • Concept Development | • Unity Engine | • C# |
| • Mobile Games | • Game Systems Design | • Game Balancing | • Blender | |

EDUCATION

PG | Master of Computer Applications | IGNOU, Delhi | 2023 - 2025

UG | Bachelor of Computer Applications | VIPSTC, GGSIPU, Delhi | 2020 - 2023