FAIZAL KHAN

• Adarsh Nagar, Delhi, India • +91-7303708247

●https://faizalkhan99.github.io/FKPortfolio/ ● work.faizalkhan99@gmail.com ● linkedin.com/in/faizalkhan99/ ●https://faizalkhan99.itch.io/

Industry Professional with 2+ years of experience in Game, System & Level Design in Unity Engine 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] 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.

[LINK] Monophobia- Game Designer [NAAC PRESENTATION]

Dec 2022

• Collaboratively conceived and crafted a single-player horror game, taking it from story concept to full development. My role included comprehensive game and level design. Our achievement was recognized when the game was showcased during the NAAC inspection in 2023 at VIPS campus in Delhi, earning accolades.

SKILLS

- 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