

PRANJAL LOKHANDE

Web Developer

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SKILLS

Languages: C#, Javascript, HTML, CSS, Python, SQL

Frameworks: Laravel, React, Node, Vue, Express, ASP.NET, jQuery, Django

Tools: Git, Unreal Engine, Unity, Adobe Photoshop, Blender

EXPERIENCE

Dancing Atoms (Nov 2023 - Feb 2024)

Game Designer and Unreal Generalist

- Developed comprehensive Game Design Documents and pitch decks for unannounced projects, enhancing product management, clarity and direction.
- Created elevator pitches and pitched to investors, showcasing strong presentation skills.
- Prototyped gameplay features, systems, rules, and mechanics in Unreal Engine, ensuring functionality and player satisfaction.

Epic Games (Sept 2023 - Oct 2023)

Technical Game Designer (UEFN) - Women Creators Program III

- Designed and created Fortnite islands using UEFN, achieving a 40% memory optimization.
- Implemented effective gameplay and design strategies enhancing player experience with guidance from an Unreal Engine Authorized Training Center.
- Optimized level load times by 29%, improving asset management and scripting.

Black Banshee Studios (Mar 2020 - Feb 2021)

Level Designer

- Collaborated with the team to enhance documentation, gameplay, and features, achieving a 15% improvement in player experiences.
- Managed tasks using Jira, ensuring timely project milestones completion and efficient workflow.
- Introduced adaptive AI elements that adjust to player actions, enriching gameplay.

EDUCATION

Humber College, Toronto, Canada (Jan 2025)

Graduate Certificate - Web Development

Full Sail University, Orlando, USA (Feb 2021)

Master of Science in Video Game Design

- Game Tester (participant) at Full Sail's UX Lab

Rai University, Ahmedabad, India (Aug 2019)

Bachelor of Technology in Computer Science and Engineering