

Hrishi Khapekar

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GAME DESIGNING AND DEVELOPMENT

Game Designer with expertise in game mechanics, level design, and character development. Proficient in Unity and Blender, with good skills in C# scripting and asset integration. Experienced in collaborating with multidisciplinary teams to create engaging gameplay experiences. Focused on player-centric design and refining gameplay loops for optimal player engagement.

SKILLS

C#

Java

C

Creative thinking skills

Good communication skills

Figma

Python

Unity Engine

ACTIVITIES

- Created a simple game using Unity and C# scripting which had a user controlled player and an AI driven enemy.
- Created a music player using Python which fetches songs from YouTube and plays locally on the device.

CERTIFICATION

- <https://coursera.org/share/49d9f133fc5c2733721c66ba14d69eb8>
 - <https://coursera.org/share/b6b72c90a050554080b1c83945e74b00>
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EDUCATION

Bachelors of Technology

Majors: Information Technology

Shri Ramdeobaba College of Engineering

2023 - Present

Current CGPA - 7.86
