

# KARAN MEHTA

## GAME DEVELOPER & DESIGNER

### CONTACT

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### EDUCATION

#### B Sc (Information Technology)

Mumbai University  
2022-2025 | GPAI :- 9.35

#### Science

Maharashtra State Board  
2020-2022 | 60.50%

#### SSC

Maharashtra State Board  
2019-2020 | 64.60%

### SKILLS

#### Game Engines

Unity, Unreal Engine (basic)

#### Design Tools

Figma, Photoshop, Canva

#### Languages

C#, C++, Python, JavaScript

#### Version Control

Git, GitHub.

#### AI Tools

ChatGPT, Gemini, DeepSeek

#### Other Skills

Game Design, UI/UX Design, Level Design,  
Game Programming, Optimization,  
Documentation Writing, AI-assisted Design

### CAPABILITIES

- Creative problem solver with strong analytical thinking.
- Effective collaborator with leadership and teamwork skills.
- Fast learner, adaptable to new tools and workflows.
- Experienced in managing complete game systems and delivering polished results.
- Passionate about continuous learning and emerging game technologies.

### PROFILE

Passionate and versatile Game Developer & Designer with hands-on experience in Unity, C#, and 3D/2D game development. Completed a 3-month internship at Work and Work Studio, contributing to full-cycle projects from concept to release. Skilled in combining technical expertise with artistic design to build immersive, optimized, and user-focused gameplay experiences. Adaptable across game design, narrative, level design, and documentation roles, with a strong ability to translate ideas into polished, structured outcomes.

### EXPERIENCE

#### Work and Work Studio — Game Developer & Designer (Aug – Oct 2025)

- Independently developed a 3D Bike Simulator game for mobile and PC.
- Designed and documented the Chimera project from concept to blueprint, level design and game design.
- Redesigned Next Bot Chase 3D with new UI, flow, and levels.
- Created improved UI/UX and gameplay design for KidLoLand.

### PERSONAL PROJECTS

#### The Desert Way

Sep 2024 - Feb 2025

**Role:** Indie Game Developer (Solo Developer)

**Tools Used:** Unity (C#), Blender, Freesound.org, Audacity, Mixamo, Unity Animator

#### Description:

Developed a 3D first-person horror game in Unity featuring enemy AI with NavMesh pathfinding, immersive level design, and suspenseful jump-scare mechanics. Implemented UI (menu, inventory, HUD), integrated audio effects, and used Mixamo with Unity Animator for character animations.

#### Rocket Launch

May 01 2025 - May 25 2025

**Role:** Indie Game Developer (Solo Developer)

**Tools Used:** Unity (C#), Blender, Freesound.org, Audacity, Meshy

#### Description:

Designed and developed a 2.5D rocket-launch game in Unity with physics-based controls, precision obstacle navigation, and immersive particle/audio effects. Modeled 3D assets in Blender/Meshy, integrated custom visuals and sounds, and handled all aspects of development including design, programming, and testing.

#### Jungle Adventure 2D

July 20 2025 - July 25 2025

**Role:** Indie Game Developer (Solo Developer)

**Tools Used:** Unity, C#, Blender, Unity Animator, audacity, freesound.org, Unity Assets.

#### Description:

Developed a 2D platformer game in Unity with smooth player controls, enemy AI, and a collectible system. Implemented health/score UI, audio feedback, and level restart flow with animation-driven state management.

### INTERESTS

- Playing games (PC & Mobile).
- Chess & outdoor Games
- Singing, Dancing, Sketching, Art.
- Exploring new game technologies.