



# Malhar Teli

Game Designer, Illustrator, Graphic Designer

## Skills

### Game Design

Rational Game Design  
Game Production  
Unity 5  
RPG Maker  
Unreal Development Kit  
Level Design  
Mechanics Testing  
Pipeline Management  
Quality Assurance

### Art

User Interface Design- Unity implementation, Illustrator-based  
Character Design- Realistic Anatomy, Stylized Anatomy  
2D Animation- Frame by Frame, Adobe After Effects/Flash  
Photoshop - Color theory, Photobashing  
Illustrator - UI elements, SVG-export, Character Silhouette creation  
Maya- Character modeling, Creature modeling, Rigging, Skin-Weighting, UV-mapping  
3DS Max- Texturing, Materials management, Shader design  
Quixel Suite- Texture painting, Normal mapping  
3D Animation- Model optimization, Lighting, time-based animation

Visit [malharteli.me](http://malharteli.me) for Portfolio and more

## Contact

☎ (617) 678-4014

✉ [malhar.teli@gmail.com](mailto:malhar.teli@gmail.com)

in [malharteli](https://www.linkedin.com/company/malharteli)

www [malharteli.me](http://malharteli.me)

S [malhar.teli](https://www.instagram.com/malhar.teli)

## Professional Experience

**Teaching Assistant for Digital Media Academy** Cambridge, MA August 2016

- Helped teach a course on VR implementation using the Unity Game Engine
- Taught students to use new tools and techniques
- Ran two lessons on code and external tools interaction

**Lab Monitor at NEU Maker Lab** Boston MA January 2014-May 2016

- Prepare files for laser cutting
- Work with students to ensure that the final product is made
- Advise students and help prepare models for 3D printing
- Educate and prepare students for final piece production

## Projects

**Ms. Meta Project** June 2016- Present  
Boston, MA

- Designing maps and 3D elements for a side-scrolling action game

**A Disorganized Sport** April 2016

- Northeastern University
- Designed 2D Assets and UI for game with animated sprites
  - Created 3D Assets to serve as balls and pucks
  - Joined a successful team, made it more successful

**Justice Force Tactics** September 2015-December 2015

- Northeastern University
- Acted as producer for Student-created game
  - Designed Superheroes and Supervillains for the game
  - Worked with external marketing groups to create potential swag and advertisement

## Education



**Northeastern University**

Candidate for BFA in  
Digital Arts and Game  
Design  
GPA: 3.3  
Grad: May 2016