NAVEEN MENON

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SUMMARY

A fresher Game Developer with a Bachelor's degree in Game Design and Development, seeking an entry-level role in the gaming industry. Passionate about advancing my skills, I specialize in game programming, level design, 2D/3D development and VR development with experience in Unity and C++. I've participated in multiple game jams, where I honed my abilities in rapid prototyping, problem-solving, and team collaboration. As a motivated and enthusiastic fresher, I'm eager to bring my expertise and creativity to a dynamic team and contribute to crafting exceptional gaming experiences.

PROJECT EXPERIENCE

Game Designer, Retroid Space (College Game Jam)

- Created the complete user interface for the 2D platformer game developed during a Game Jam.
- Designed interactive menus, HUD elements, and in-game UI to enhance player experience.
- Ensured visual consistency and user-friendly navigation within the game.

Game Developer, Slime Monsters (Itch.io Game Jam)

- Developed multiple gameplay mechanics using Unity and C#.
- Implemented enemy AI behavior and level interactions to create engaging challenges for players.
- Collaborated with the team to complete the game within the Game Jam's 72-hour deadline.

EDUCATION

Bachelor of Science in Game Design & Development

2022 - 2025

· ICAT - Design and Media College, Bengaluru

Higher Secondary (10+2)

2008 - 2002

SKILLS

Game Design and Development

The Choice School, Ernalkulam

- Game Engine Proficiency (Unity & Unreal Engine)
- Programming Languages (C++, C#)
- User Interface (UI) Design
- · Adaptability and Continuous Learning

- · Communication and Interpersonal Skills
- Collaboration and Teamwork

LANGUAGES

English - Read, Write, Speak Malayalam - Read, Write, Speak

COURSES & CERTIFICATIONS

Unreal Engine 5 - C++ Developer - Udemy C++ Programming - Udemy

HOBBIES

- Gaming
- Driving
- Motorcycle Riding

- Traveling
- Music
- Fitness