



NIKHIL GARG

WORK EXPERIENCE

- **Gamer2Maker – Trainee Game Designer**
Jun 2022 – Present

Learnt and applied the principles of game design under the guidance and mentorship of Mr. Rahul Sehgal

- Learnt and applied the principles of game design
- Entire development cycle including pre-production & scoping in developing a game project
- Learnt in detail about Free-to-play game design theory

Reference – Mr. Rahul Sehgal, Co-Founder and Lead Instructor, Gamer2Maker, +91 9949095118

- **RACE Eco Chain Ltd.– Intern Executive for IT enablement**
Oct 2022 – Jan 2023

Worked on building an android app for the company

- This application aims at introducing next level trackability and traceability in lower chain of recycling of PET bottles
- This application is a novel pilot project which is currently in implementation phase

EDUCATION

Vellore Institute of Technology (VIT), Bhopal

B.Tech – Computer Science with Specialization in Gaming Technology
September 2020 – Present
CGPA – 8.44 (Current)

Vishwa Bharati Public School

Class 12th (2020) – 94.6% (CBSE Board)
Class 10th (2018) – 94.8% (CBSE Board)

GAME PROJECTS

- **DualITy** - (May 22 – June 22)
Side scroller platformer for Epic MegaJam 2022
 - Platformer made for a game jam on the topic "As Above so Below"
 - Technology: Unreal Engine (Blueprints), Blender
 - Worked on documentation, system design and mechanics, Making and Implementation of level designs within Unreal EngineLink - <https://dratboi.itch.io/duality>
- **SlashAndDash** - (Mar 23 -Apr 23)
Hack and Slash game for IIT Indore GameJam
 - Slashing your way to the world is this game, with fun grapple/dash movement
 - Technology: Unity3D, Blender
 - Worked on designing and implementation of level designs using 3D assets in Unity Engine in accordance with mechanicsLink: <https://shubhsingh.itch.io/slashanddash>

PROFILE

Passionate game and level designer currently in the final year of undergraduate degree in gaming technology. Started with game programming as a hobby and further progressed in game designing as a career path.

PORTFOLIO

Portfolio highlighting my design work, level designs, art work and game breakdowns as well as tools I am familiar with can be seen at -

<https://nikhil-garg119.github.io/portfolio/>

CERTIFICATIONS

Foundation of User Experience (UX)
Design, Coursera, Feb 2023
Credential ID - UKMQM7YYP9M3

SKILLS

Ideation, Innovation, Designing, Documentation, Prototyping, Presentations, Teamwork, Leadership, Quick and Eager Learner

CO-CURRICULARS

- Member of Virtual Reality and Gaming Club VIT Bhopal
- Organising Team e-sports tournament for AdVITYa (University Fest)
- Established and affiliated streamer on twitch.com

HOBBIES

Gaming, Streaming on twitch.com, Reading, Music

CONTACT

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