



# 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 12<sup>th</sup> (2020) – 94.6% (CBSE Board)

Class 10<sup>th</sup> (2018) – 94.8% (CBSE Board)

## GAME PROJECTS

- **RunnerAID** - (Feb 23 – Aug 23)  
Endless runner mixed with shooting and realistic flight simulator aspects
  - Technology: Unreal Engine (Blueprints), Blender
  - Led the project and worked on documentation, narration and designing the mechanics.  
Link - <https://dratboi.itch.io/runner-aid>
- **The War Within** - (Aug 22 - Ongoing)  
A narrative driven first person shooter game made under Gamer2Maker.
  - Inspired from Gris, based on the 7 stages of grief the war within posed a unique design challenge to invoke particular emotion in each level.
  - Technology: Unity3D, Blender
  - Worked on narration and designing and implementation of level designs using 3D assets in Unity Engine in accordance with mechanics and the narrative.
  - Link: <https://shubhsingh.itch.io/war-within>

## 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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