

NEELOHIT ROY

GAME DESIGNER | GAME PRODUCER

CONTACT

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SKILLS

- Production Leadership & Pipeline Management
- Cross-Functional Team Coordination (3D, ID, Video)
- VR & Simulation Development Understanding
- Asset Review & Quality Assurance
- Stakeholder & SME Communication
- Documentation & Process Optimization

TOOLS & TECH

- Unity / Unreal (basic familiarity)
- Jira, Trello, Notion
- MS Office / Google Workspace
- Articulate Storyline, Captivate, LMS tools
- Adobe Creative Suite
- Familiarity with 3D modeling workflows, pipelines & concepts (Blender/Maya basics, asset optimization, texture/UV fundamentals)

EDUCATION

Bachelor of Technology

Vellore Institute of Technology

Bhopal

Computer Science and Technology,
Specialization in Gaming Technology

CGPA - 7.5

HOBIES

- Creating stylized Pixel art
- LEGO Brick Building
- Graphic designing
- Martial arts

ABOUT ME

Detailed-oriented Game Producer with strong project management expertise, skilled in driving end-to-end production across game, VR, and interactive learning projects. Adept at planning sprints, defining production pipelines, managing cross-functional teams, and ensuring seamless coordination between creatives, developers, and stakeholders. Known for delivering projects on time by optimizing workflows, mitigating risks, and maintaining clear communication throughout all phases of development. Passionate about building structured, high-quality user experiences through efficient production strategies and disciplined execution.

WORK EXPERIENCE

Project Manager

E-Learning Design Center, Kolkata

May '25 - Present

- Successfully deployed two complete projects from concept to final delivery, including a full-scale VR training simulation.
- Led a creative/technical team of 3D artists, instructional designers, and video editors to produce 100+ high-quality assets.
- Managed stakeholder and SME calls to refine requirements, ensure project alignment, and maintain delivery timelines.

Instructional Designer

E-Learning Design Center, Kolkata

November '24 - April '25

- Curated 150+ learning modules across 3+ technical courses with structured, learner-friendly content design.
- Developed unique templates tailored to each course to ensure consistency and enhance instructional flow.
- Designed interactive games and assessments to increase engagement and support competency-based learning.

CERTIFICATIONS

Engineering Project Management:

Scope, Time and Cost Management

Rice University, Issued Dec 2021, Credential ID 3823MFG8R233

Introduction to Game Design

California Institute of the Arts, Issued Sep 2024, Credential ID 41QL3OJ6GI01

Story and Narrative Development for Video Games

California Institute of the Arts, Issued Dec 2024, Credential ID J3KJHNDYU7DA

World Design for Video Games

California Institute of the Arts, Issued Feb 2025, Credential ID 2JC1U8GU3JN5

Character Design for Video Games

California Institute of the Arts, Issued Feb 2025, Credential ID Q0S1DYZ8G5FE