

SHIVANI BALACHANDAR

GAME DESIGNER AND PRODUCER

balachandarshiv@gmail.com | +1(317) 828 9032 | [linkedin.com/in/shivani-balachandar](https://www.linkedin.com/in/shivani-balachandar) | <http://www.shivanibalachandar.com/>

EDUCATION

University of Southern California - Los Angeles, California - (BA) Interactive Media & Game Design 2020 - 2023

- ❖ Summa Cum Laude, Recipient of National Merit Scholarship and Presidential Scholarship Awardee

SKILLS

- ❖ Puzzle and Mechanics Design, Systems Design, Agile (Scrum) Project Management, C#, Python, Version Control, Prototyping, Unity Development, Visual Design, Illustration, 3D Art, Art Pipelines, UI/UX Design, Narrative Design, Usability

SOFTWARE

- ❖ Unity, Figma, Photoshop, Jira, Trello, Confluence, Maya, Perforce, Illustrator, Microsoft Office Suite, Google Drive, Premiere Pro

LANGUAGES

- ❖ English (native), Tamil (native), French (full professional), Korean (professional working), Japanese (limited working)

EXPERIENCE

Metamor Systems

Project Coordinator May 2023-Present

- Utilized Illustrator and Canva to prepare pitch and product summary decks.
- Designed templates for status reports, statements of work, risk registers for the Project Manager, reducing manual work by 10 hrs/week.
- Used Confluence, Drive, and Teams to prepare and organize documentation including plans, tracking/status reports, and meeting minutes across projects and teams to automate employee incentivization calculations for client, resulting in a 90% reduction in calculation time and 0% error rate
- Utilized Smartsheets, Jira, Confluence, Google Sheets for project and product management/ JAD sessions.

PROJECTS

Bomb Buddies - AR Co-op Party Game for iOS App Store

Lead Designer Jun 2022-May 2023

- Led a team of 2-4 other designers; scheduled meetings, assigned tasks via Codecks to design team, as well as audio, UI/UX, and engineering departments.
- Used Figma to design UX flow and implemented UI assets into Unity Engine for tutorials.
- Designed and prototyped 4 unique AR minigame systems, player experience goals, core loop, and game pillars.
- Worked with usability and QA team to conduct external playtests, take notes, and iterate based on feedback.
- Maintained Game Design Document and other essential design documentation and deliverables.

Arcana - Card-Based Action RPG for PC, Mac

Co-Creative Director Jan-May 2022

- Detailed combat and inventory systems, designing a diverse kit against enemy attacks.
- Managed project via burndown charts and tracked art/audio asset deliverables for a 9-person team (2 devs, 2 usability, 5 audio)
- Created characters, assets, and illustrations to fit the game's overall style and narrative.
- Produced 2D animations for player, bosses, and abilities.

Science Splice - Cooperative Virtual Escape Game

Graphic Designer, Puzzle Designer Apr-May 2021

- Designed puzzles and minigames on Telescape to fit narrative of interactive experience.
- Oversaw usability sessions and refined player progression and puzzle difficulty based on playtest data.
- Concepted and designed laboratory level layout and assets using Adobe Illustrator.
- Created key and promotional art using Adobe Illustrator.