

# PRANAV PERUMBUDOR

## GAME DESIGNER

Skilled game designer and programmer with a strong focus on game design, team leadership, and project management. Possesses a solid foundation in artificial intelligence and programming. Dedicated to developing innovative game ideas and ensuring the successful completion of projects for a forward-thinking gaming company.

## WORK EXPERIENCE

### Mar 2025 - Sept 2025

Shroom Interactive | Hyderabad, TG

#### GAME DESIGN INTERN

- Contributed to the design and live update (v1.0.4) of Ink Rush, a free-to-play mobile game, introducing new features and gameplay improvements—currently live on Google Play with 5,000+ downloads.
- Designed core mechanics and level systems for Reckless Road, a crash-and-dash arcade title, Available on android.
- Collaborated closely with the programmer, Animator and Artist for 'Misadventures of Chuckles', Upcoming major title for PC/Console, Leading the design of the game world, mechanics, and foundational game design document.
- Balanced gameplay systems across multiple genres, ensuring feature completeness and player engagement through user-centric iteration.

### Nov 2023 - Nov 2024

Gamer2Maker | Hyderabad, TG

#### Game Designer and Team Leader

- Worked on a game project named "Ascendant", Won student game of year 2024 and spotlighted at IGDC 2024
- Fulfilled my role as Team Leader, Game Designer, Level Designer, Tester, Unreal Engine Developer & Project Manager Delivering a descriptive GDD and managing a team of 6 people
- Enhanced gameplay experience by designing innovative game mechanics and systems Conducted thorough playtesting sessions, identifying areas for improvement and refining game elements accordingly.

### May 2024 - Jul 2024

GameDept LLP | Hyderabad, TG

#### Game Design Intern

- Contributed the core team at GameDept to create a GDD for their upcoming title
- Assisted in the upcoming concepts and designed the gameplay mechanics in the game design document
- Provided valuable feedback to team members for iterative design improvements.

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Hyderabad, TG

LINKEDIN

PORTFOLIO

## EDUCATION

### 2021 - 2025

#### METHODIST COLLEGE OF ENGINEERING

- B.E in Artificial Intelligence and Data Science
- GPA: 7.5

### 2021

#### NARAYANA JUNIOR COLLEGE

- Intermediate
- Score: 85%

## SKILLS

- Unreal Engine - Blueprints
- Unity
- Game Design - GDD
- Level Design
- Python - Artificial Intelligence
- UI/UX
- Java
- C#
- C++

## SOFT SKILLS

- Problem Solving
- Leadership
- Decision making
- Team Collaboration
- Conflict Resolution
- Emotional Intelligence

## CERTIFICATIONS

**GUVI - AI 2.0**  
2023

#### Methodist

Cisco Network Academy IoT Course  
2023

## PROJECTS

### ■ Plagiarism analyser using AI

- Worked on this python project as part of my college academics
- This project's innovative approach, which combines these metrics, provides a fresh solution for ensuring originality in the presence of AI-generated text.

### ■ ADVANCED DESKTOP CO-PILOT USING AI

- AI-driven voice assistant designed to revolutionize human-computer interaction. This Python-based project leverages natural language processing and machine learning to create an intelligent system capable of interpreting and executing user commands in real-time

### ■ ASCENDANT GAME

- 3D stealth action game targetted for PC and Console
- Fulfilled my role as Team Leader, Game Designer, Level Designer, Unreal Engine Developer & Project Manager
- Delivered a tech demo as part of my graduation in the organization

## REFERENCES

### ■ Rahul Sehgal - "Roach Interactive"

Founder  
rahulsehgal123@hotmail.com

### ■ Vamshi Varun Guduru - "Shroom Interactive"

Founder  
varun@shroominteractive.com

## ACHIEVEMENTS

### GAMER2MAKER

STUDENT GAME OF THE YEAR 2024

### IGDC 2024

SPOTLIGHTED - INDIE40 INITIATIVE

## LANGUAGES

- English
- Hindi
- Telugu