

Pranav Perumbudoor

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Summary

Innovative and Skilled Game Designer aiming for an entry-level role to utilize 1 year of practical experience in game designing, Game Programming, Team Leadership, and Project Management. Equipped with a solid background in artificial intelligence and programming, I am enthusiastic about bringing creative game ideas and effective project delivery to a forward-thinking gaming organization

Experience

Game Designer & Team Leader

Gamer2Maker • Hyderabad

11/2023 - 11/2024

- Developed a Game Project - "Ascendant" for PC which was nominated for IGDC Indie40 category
 - Won student game of the year 2024 award in G2M
 - Fulfilled my role as Team Leader, Game Designer, Level Designer, Unreal Engine Developer & Project Manager Delivering a descriptive GDD and managing a team of 6 people
 - Delivered a tech demo as part of my graduation in the organisation
 - Enhanced gameplay experience by designing and playtesting innovative game mechanics and systems
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Education

Bachelors Of Engineering (B.E.)

Methodist College Of Engineering And Technology • Hyderabad

04/2025

- Studied core subjects of Artificial intelligence and Data Science with ability to design program logic
 - Hands on experience on projects related to Artificial Intelligence
 - Strongly Equipped with Python, Java & C programming skills
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Skills

Leadership, Project Management, Problem Solving, Game Design Documentation, Level Design, Unreal Engine - Blueprints, C# - Unity 3D, Python, C++, Video Editing

Languages

English, Hindi, Telugu

Internships

Game Design & Programming Intern

GameDept Technologies LLP

May, 2024 - Jul, 2024

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

Rahul Sehgal from Roach Interactive

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