

Rakhi Narain

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CAREER OBJECTIVE

To apply my knowledge of Interactive UX Design and Game Development experience in a professional setting.

EXPERIENCE

Apple, Retail

Technical Specialist

Monterey, CA

Nov 2021 - Sept 2022

- Troubleshooted and supported customer's iOS devices to resolve software and hardware issues
- Worked collaboratively with colleagues to problem-solve complex technical issues
- Assisted customers in purchasing new devices and accessories

"The Gods of Corruption" - Bachelor's of Arts Capstone Project

Remote

Lead Game Designer and Creative Director

Oct 2020 - Jun 2021

- **Lead Game Designer** - Designed overall gameplay experience including all bosses, mechanics, UI/UX, and player experience. Developed documentation including design document, storyboards, and design sketches. Ensured productive playtesting sessions and balanced the game accordingly using user feedback to iteratively improve overall user experience.
- **Creative Director** - Directed art team on environment design, character design, animations, UI assets, and communicated feedback accordingly. Worked with the Producer to plan out production priorities and development schedule to maintain creative vision for the game from prototyping to end of development.
- **Lead Narrative Designer** - Designed characters and world. Wrote original narrative and dialogues. Edited all narrative components to maintain tone, character voice, and theme. Directed and created all cinematic scenes
- **Quality Assurance** - Playtested game to identify and solve gameplay issues and maintain a log of software bugs. Worked collaboratively with both engineers and artists to solve issues respectively.

Adobe Creative Suite Tutor (Self-Employed)

Graphic Design Software Tutor

Monterey, CA

Sep 2019 - Jan 2020

- Designed and provided tailored lessons on the Adobe Creative Suite

SeaMate

Robotics Workshop and Office Assistant

Monterey, CA

Apr 2017 - Oct 2017

- Submitted federal reports and categorized office documents
- Assembled Robotic Operated Vehicle kits using specialized power tools for shipment to educational institutions
- Independently organized and maintained an inventory of robotic components

EDUCATION

UNIVERSITY OF CALIFORNIA-SANTA CRUZ

Santa Cruz, CA

Bachelor of Arts (B.A.) Game Design (Aug 2021)

- **Awards & Honors** - Dean's Honors (Monterey Peninsula College), 1st Place in Photography at the Monterey Youth's Art Competition

SKILLS

- 2 Years of Game Design/Development Experience
- Scripting Abilities - C#, C++, Java, JavaScript, HTML, CSS
- Proficient with the Unity Game Engine
- Experience with the Unreal Game Engine
- Proficient in the Adobe Creative Suite
- Proficient in Microsoft and Google Office Programs
- Experience with Jira