

# SANJEEV NIHAL

Game/Experience Designer

## PROFILE

Keen Design Practitioner focused on designing and developing digital products, I am Sanjeev Nihal, an artist turned Game Designer and self-taught Product Designer, "Every Problem can have a different solutions, only with the right process we find the ideal", I believe identifying problems is the first step to innovating new products and solutions.

## CONTACT

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## EDUCATION

### MASTERS IN DESIGN PRACTICE

M.A Design Practice  
Game Design and Development

Srishti Institute of Art, Design and Technology  
2018 - 2020

### BACHELOR OF FINE ARTS

BFA IN Applied Arts  
Jawaharlal Nehru Architecture and Fine Arts University  
2012 - 2016

## Skills

### Design Skills

Design Research   Game Design   Game Art  
Design Thinking   Project Management   UI | UX

### Design Tools

Photoshop	Illustrator	Adobe XD	Figma
After Effects	Blender	Unity 3D	Twine

### Coding Tools and IDE's

HTML5	CSS	Javascript	C#
Replit	Github	Atom	

## EXPERIENCE

### MARCH 2022 - CURRENTLY WORKING

#### Associate Game/UI Designer, PwC India

At PwC India I am working as UI Visual Design and with in short period of time I have got chance to work on Projects related to Augmented Reality in which I have to use my game design and Unity skills to create Marker Based and Marker Less AR.

### SEPTEMBER 2020 - JANUARY 2022

#### Product Designer, Krackbot Studio

Krackbot Studio is a startup which provides design and development services, At Krackbot Studio I have worked on various In house and external projects few are listed below.

- **Mindfluential Trading:** A knowledge center for stock market enthusiasts, for which I have worked on Mobile Application and Website User Interface Design.

### JANUARY 2020

#### Game Design Intern

At **2pi Interactive Studio**,  
Hyderabad

I got opportunity to work on game design and 3d game art using blender, with awesome team members and was great learning experience.

### PROJECTS

#### MLH(Major League Hacking) Hackathon

Major League Hacking (MLH) is the official student hackathon league, in which I have grouped up with few others to work on designing a digital application for women to track their periods.

#### Global Game Jam

The Global Game Jam is the world's largest game creation event taking place around the globe, in which with a group of team, we had fun creating a 3d game and I contributed Game Design and Art.

#### Video Games for Mental Health

Games for Mental health is one of my Design Research master's projects, in which I have worked on understanding if games can alleviate symptoms of Schizophrenia.

#### Un-Orthodox Input

This was one of my college projects where I was challenged to create a game with any un-orthodox input, for which I have selected and worked on creating a small game using Arduino and ultra sonic sensors.

### WORKSHOPS

#### Leaders Institute of Personal Development

A training program on Public Speaking, Communication Skills, Leadership Skills, Excellent Human Relations, Stress Management and Relaxation, Time Management and Goal Setting, Assertiveness Training, Memory and Mind Management, Building, Self-Confidence , Motivation, Self-Esteem and Enthusiasm.

### INTERESTS

Gaming, Listing to Music, Cycling, Travelling, Exploring different tools