



# Srikanth Nagarajan

Game Designer / Artist

Master's student in Game Design with a Fine Arts background, bringing a strong foundation in creativity, visual storytelling, and design thinking. Focused on creating engaging and meaningful player experiences through mechanics, narrative, and aesthetics.



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srikanth-nagarajan.github.io/

## SKILLS

Level Design

Game Mechanics

Game Art

Game Prototyping

Character Design

Graphic Design

Gamification

Concept Art

Illustrations

## SOFTWARES

Photoshop



Blender



Zbrush



Unity



Illustrator



## EDUCATION

### Bachelors in Fine Arts

Govt. College of Fine Arts, Kumbakonam

06/2019 - 05/2023

Tamil Nadu, India

Courses

- Visual Communication and Design

### Masters in Design

National Institute of Design, Bangalore

07/2024 - Present

Karnataka, India

Courses

- Digital Game Design

## WORK EXPERIENCE

### Internship at NID

NID & NCERT project

04/2025 - 06/2025

Visual Design Intern - On a Interactive Children Book

Achievements/Tasks

- Visual Design
- Cover Design
- Graphic Visualization

## ACHIEVEMENTS

Game Showcase at IGS 2025, Delhi | "Sochalay"

Participated in the IGDC Game Jam, 2024 | "Kuber's Cache"

Selected for Indie 40 showcase, IGDC 2025 | "Couch Clash"

Winner of Best Spotlight Award - Indie 40, IGDC 2025 | "Couch Clash"

## PERSONAL PROJECTS

Stunt Club (09/2025 - 10/2025)

- A Casual 3D stunt game about a Stuntman who performs high-risk sequences across movie sets, all in one take
- Worked on every single thing from assets, animations, cutscenes

Chozha Varalaru ( History of Cholas ) (07/2022 - 04/2023)

- A graphic novel chronicling the rise and legacy of the Cholas — a passion project by artist **Balashanmugam**, the visionary creator behind Tamil graphic novel, *Chandrahaasam*.
- Worked as Concept Artist in the Team
- Also as Colorist for the Panels