



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

Courses

- Visual Communication and Design

Tamil Nadu, India

Masters in Design

National Institute of Design, Bangalore

07/2024 - Present

Courses

- Digital Game Design

Karnataka, India

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