VISHWAJEET FATE
(GAME DESIGNER)

Address: Beed, Maharashtra, 431122
Phone: 9834469292
Email: vishwajeetfate@gmail.com
LinkedIn: Vishwajeet Fate
Itch.io : Itch.io profile
Sketchfab: sketchfab

SUMMARY

Creative and detail-oriented Game Designer with a strong foundation in game mechanics, level design, and narrative structure. Skilled in designing immersive experiences and balancing gameplay to enhance player engagement. Experienced in Unity 2D/3D development, C# scripting, and iterative design processes. Passionate about crafting innovative games that blend technical expertise with storytelling. Currently pursuing a B.Tech in Gaming Technology (GPA: 9.05) to further develop my skills and contribute to groundbreaking projects in the gaming industry.

WORK EXPERIENCE

Jabsz Gaming Studios LLP   **September 2024 – Current**
- Collaborated with a cross-functional team to design levels and gameplay systems for various mobile and cross-platform games.
- Analyzed player feedback to optimize game balance and engagement metrics.
- Created detailed design documents to guide the development process.

ARKHAM ARCHIVES - NGO   **August 2024 - August 2024**
- Game Development Intern
- Developed intricate puzzles for two game case studies, focusing on choice systems and overall game design, which enhanced my problem-solving and creative thinking skills in game development.

OASIS INFOBYTE   **February 2024 - March 2024**
- Engaged in challenging web development and design projects, expanding my knowledge in JavaScript and modern web technologies, which I later applied to web-based game development.

EDUCATION

B.Tech in computer science with specialization in gaming technology   **July 2021 - Current**
- VIT Bhopal University (Bhopal)
- GPA: 9.05
- Relevant Coursework: Game Development, Object-Oriented Programming, Data Structures, Software Engineering

Higher Secondary School   **June 2020 - March 2021**
- KSK College - Beed
- Percentage: 91.50%

High School   **June 2018 - March 2019**
- Pragati Vidyalaya - Beed
- Percentage: 95.80%

PROJECT

Riptide Rescue   **November 2022 - December 2022**
Educational Web Game | HTML, CSS, JavaScript
- Created an educational game focusing on drowning prevention and Swachh Bharat, using HTML, CSS, and JavaScript for development.
- Integrated Adobe Illustrator for graphics and webcam functionality for an interactive experience.
- Received positive feedback in a gaming event for its technical execution and social impact.
- Link: Riptide Rescue

Capsule Strike   **June 2024 - July 2024**
3D Multiplayer FPS Game | Unity, Photon Unity Networking, Blender
- Developed a Unity-based 3D multiplayer FPS game with a low poly art style.
- Utilized Photon Unity Networking (PUN) for real-time multiplayer functionality.
- Created and animated game props in Blender.
- Implemented core FPS mechanics including player movement, shooting, and health system using C#.
- Optimized performance for smooth gameplay across various devices.
- Link: Capsule Sticke

Jumping Cube   **September 2024**
Hyper-Casual Game
- Developing a hyper-casual jumping game with simple tap mechanics and minimalist graphics.
- Utilizing Unity's physics for responsive gameplay and planning AdMob monetization.
- Targeting Google Play Store for future release.

Stack Ball 3D   **October 2024**
Hyper-Casual Game
- Stack Ball 3D is an ongoing hyper-casual puzzle game project, developed with Unity and designed to challenge players through engaging 3D platform-smashing mechanics. Players guide a ball through rotating, multi-layered platforms, dodging obstacles to reach the goal. This project highlights expertise in game physics, animation, and user-centered design, with optimization for both Android and HTML5 Web formats. Published on itch.io, the game has drawn user interest and valuable feedback, driving continuous improvements in gameplay flow, responsiveness, and visual polish to enhance user experience.

SKILLS

- **Game Design & Development:** Unity 2D/3D, Unreal Engine, Photon Unity Networking
- **Programming Languages**: C#, C++, Java, Python, JavaScript
- **Design Tools:** Blender, Adobe Illustrator, Photoshop, Figma, Canva
- **Soft Skills:** Creative Problem-Solving, Collaboration, Leadership, Storytelling

LANGUAGES

- Marathi
- Hindi
- English

HOBBIES

- Digital Drawing
- kabaddi
- Playing Cricket
- Rugby
- Playing Video Games
- Graphic Design

EXTRACURRICULARS AND ACHIEVEMENTS

Achievements:
- Won first place in several categories for an educational game on itch.io.
- Ranked 7th in a game jam event held by IGDC Game Connect Kolkata, in collaboration with Red Apple Learning and Scope Gaming Community.

Extracurriculars:

- Developed the Vitronix club's website and designed posters for events.
- Active in Vitronix, excelling in documentation, graphic design, and front-end web design, significantly enhancing the club's identity.
- Interned at Explorers Private Limited as a graphic designer.
- Poster for HIV/AIDS Awareness Campaign
  Collaborated with Shivam Kumar to design a poster for the NGO Infant India to raise awareness about HIV/AIDS (View Poster)
- work for NGO ARKHAM ARCHIVES as game developer intern
- participated in OpenChess tournament (2017)