

An experienced game designer with an intuition-first, research-refined and play-validated approach towards determining what's "fun" in games. I'm excited about solving novel challenges in game design through designing mechanics, levels, and systems

## INDUSTRY EXPERIENCE

### Paladin Studios, The Hague

#### *Medior Game Designer*

July 2021 - April 2024

- Played a crucial role in Paladin's **move towards own IP** - pitched the original idea and developed the concept to a publisher demo stage for **Wayward Shoals** - a canine 3rd person mystery adventure
- Promoted from **Junior to Medior** within <1 year at the studio
- Collaborated with Netflix on translating their hit IP "Nailed it!" into a unique multiplayer party game - **Nailed It! Baking Bash**
- Maintained and standardized design documentation on multiple projects to improve cross-team collaboration

#### *Game Design Intern*

September 2020 - March 2021

- Design new levels for **Cut The Rope: Remastered** using in-house tools in line with vision and target audience expectations from a top-performing IP

### ZS Associates, Pune

#### *Decision Analytics Associate*

August 2016 - May 2018

- Conducted qualitative and quantitative market research for global pharmaceutical firms
- Drafted executive summaries and decks to highlight and address key client concerns
- Onboarded junior analysts on proprietary in-house tools

## EDUCATION

### National Institute Of Design, Bengaluru

#### *Master's in Digital Game Design*

July 2018 - March 2021

### HKU University Of The Arts, Utrecht

#### *Exchange - Games and Interaction Design*

September 2019 - February 2020

### National Institute Of Technology, Calicut

#### *Bachelor of Technology - Electrical and Electronics Engineering*

July 2012 - May 2016

## AWARDS

**Student Game Of The Year,**  
The India GDC 2020

**Winner - New Perceptions,**  
Nordic Game Jam 2020

## SKILLS

Game Design

Level Design

Rapid Prototyping

Game Systems Design

Game Analysis

Design Documentation

C# Scripting

## TOOLS

Unity

Microsoft Excel

Google Sheets

Adobe Illustrator

Adobe XD

## INTERESTS

Game Jams

Virtual Reality

Comedies

Science Fiction

Electronic Music

## At Paladin Studios

### *Wayward Shoals (unreleased) – PC & Console*

2023

A mystery adventure game where you play as *Rascal*, an **energetic and inquisitive dog**. Joined by your human companion Matilda, you'll embark on a **supernatural journey** that will take you through the mysterious islands of Wayward Shoals.

- **Lead Design** on the initial transition from game jam prototype to Phase 1 prototype
- **Prototyping mechanics** and interactions in Unity C# to iterate on and enhance key game pillars - **Unleash Your Inner Dog** & **Being a Dynamic Detective Duo**
- **Scripting** and implementing **NPC behaviors** using in-house tools
- **Open-world system design** to balance player choice and narrative cohesion
- Organize and analyse **periodic playtests** to inform design decisions

### *Netflix Nailed It! : Baking Bash – iOS & Android*

2022

A **multiplayer party** game based on Netflix's hit show "Nailed it!". Players compete in physics based cooking minigames to create the best (or funniest) looking cakes

- Design experience with a **full development cycle from pre-production to live-operations**
- Prototype minigames that **encourage player creativity**, balance tech overhead and enable the game vision ("**practical**" **prototyping**)
- Designed cakes (levels) in **close coordination with art & tech** to ensure cakes are great to look at, fun to play and allow for player expression
- Increase social engagement between players in each session through **multiplayer system design** interventions
- Improve player retention and expectation-setting during **live operations**

### *Cut The Rope Remastered – Apple Arcade (iOS)*

2021

A 3D remaster of Zeptolab's hit puzzle IP Cut the Rope, released exclusively on Apple Arcade. **The game featured new levels** with Nibble nom - a new playable character

- **Design new puzzles (levels)** in line with game-vision and target audience expectations from a hit-IP
- Take levels from **block-out to in-game** implementation using in-house level builder tools
- Enhance old Cut the Rope levels with **secondary goals and additional challenges**
- **Conduct and analyze playtests** to inform level design decisions

## Personal Projects

### *TV Magic VR – Meta Quest / SteamVR*

A unique 'game-within-a-game' puzzle platformer where you use 3D objects around you in VR to solve puzzles on a 2D screen

- **Led a fully remote team** of 3 developers to drive project from concept to an early access release
- Programmed **2D Physics based gameplay** and **VR interactions**
- Released the game on **SideQuest (early access)** to **positive reviews**
- Original concept won the 'New Perceptions' award at the first ever **online Nordic Game Jam (2020)** as a PC game

### *DJ Loopman – Windows / Mac*

A twist on the rhythm game genre that combines beat-em-up gameplay with music production

- Winner of **Student Game of The Year** – at The India Game Developers Conference 2020