PRAJWAL D

Game Designer

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ABOUT ME

Game Designer and developer with a strong focus on creating engaging and accessible gameplay mechanics, especially suited for mobile and casual games. Experienced in crafting immersive game environments using Unity and Unreal Engine, with a solid foundation in C# programming to bring creative ideas to life. Skilled in identifying and resolving performance issues through thorough testing and debugging. As a 3D artist, proficient in Blender for modeling, texturing, rigging, and animation, with a keen eye for detail and visual storytelling. Fluent in English, with strong writing and communication skills, dedicated to creating smooth, polished, and enjoyable game experiences.

EDUCATION

CMR UNIVERSITY 2022–2025

BCA GAME DEVELOPMENT

GOPALAN PRE UNIVERSITY COLLEGE 2020-2022

COMMERES STREAM

SKILL

Game Design
Git , Trello, Figma
Blender (3D modeling/texturing/Animation)

Docs/Spreedsheet
Unity, Unreal
Adobe (Photoshop, Illustrator, substance 3d painter)

PROJECTS

Horizon Drive – Unity/Game Designer - 3D Artist

Droid Dash
Unity/Game programmer/Designer

Farm Mini Slots
Crush thy Candy
Unity/Game Designer

Path of Hate
Unreal/Game Designer-3D Artist

Lush World Level Design - Unity/Level Design
Floating Islands Level Design - Unity/Level Design

WORK EXPERIENCE

<u>Heilmwater Studios (Game design Intern)</u>

AUGUST-DECEMBER 2024

Designed multiple game levels and narrative sequences in Unity, collaborating with artists and developers to align gameplay with story. Created cinematic storyboards to support narrative pacing.

Perceived Design (Game Developer Intern)

MARCH-JULY 2024

Collaborated with developers and created complete VR game module, including design, Writing, and testing. Worked closely with educational consultants to create a new learning experiences.

ADDITIONAL INFORMATION

- Languages: English , Hindi , Kannada , Malayalam , Tamil
- Soft Skills: Team Collaboration, Problem Solving, Adaptability