

Pramod NAUTIYAL [Game Designer]

Portfolio: <http://pramod.ml>

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Career Objective

I'm a candidate with over 3 years of gaming industry experience, proficient in handling complete game development cycle, while working with cross-functional team, seeks to work in a leading game development organization.

PROFESSIONAL EXPERIENCE

↘ **DSK GREENICE GAMES**, Pune *July 2014 - Now*
Game Designer

Forsaken Mountain - Rogue Like (PC)

Worked with the Design Lead and Creative Director to execute their vision | Designed game systems and prototype them in UE4 | Defined Game Design and Level Design process & documentation | Worked extensively on UE4 blueprints scripting to implement and balance gameplay mechanics | Assisted Lead Designer in scheduling and allocating tasks to a cross discipline agile team |

Death God University - Adventure Game (PC & Xbox 1, Steam)

Designed several mini games | Worked extensively on UE4 blueprints scripting to implement and balance them |

Core (Android & iOS)

Creation of the press kit | Strategized marketing |

↘ **LUCID LAB**, Delhi *Nov 2013 to May 2014*
Game Designer

Roto – Arcade, One touch (Android, iOS)

In charge of original IP creation, conceptualization and prototyping in Construct 2 | Created complete design documents, playable levels and QA process |

↘ **SPIEL STUDIO**, Mumbai *May 2013 to Sept 2013*
Game Design Intern

Galaxy Run – Runner Game (Android, iOS)

In charge of the design of the scoring system during production to release | Worked closely with artist and programming team to deliver the system | Conceptualization of additional game features | Created game concepts for future games to develop |

↘ **WIPRO TECHNOLOGIES**, Mumbai *Apr 2005 to Mar 2008*
Quality Analyst

Monitored & Coached a team of 20 members on service delivery for Delta Airlines chat support | Tracked and maintained monthly performance of the team |

HOBBIES

Game Jams, UE4 Blueprints, Kickboxing, Trekking.

PROFESSIONAL STRENGTH

Extensive knowledge of the techniques and complete life cycle involved in game development | Possess excellent scheduling, communication, organizing and multitasking | Creative with strong passion for games & game development | Positive attitude and has the ability to handle multiple tasks & meet deadlines |

SKILLS

Game Design

GDD development, Game system design, Rapid Prototyping, Balancing, Event scripting.

Project Management

Lean/Scrum management, Handling quotation & Design proposals, Planning, Supervision of Multi-disciplinary teams, Client relationship management.

Software

UE4, Unity3d, Construct 2, SVN, Perforce, MS Office Suite, Adobe Photoshop, Wordpress

Languages

English: Fluent | Hindi: Fluent | French: Beginner.

EDUCATION

DSK SUPINFOGAME – (2010–2014)

- Master's Degree in Game Design and Project Management

Mumbai University – (2007-2010)

- Bachelor's Degree in Economics and Company Management

SIDE PROJECTS

Dance Game – A WIP dance game inspired by like Tony Hawk Pro-skater series and Killer Instinct on UE4.

Light Game – A WIP puzzle platformer on UE4, where you shoot light balls to discover your path and solve puzzles.

HONORS & AWARDS

Apple Feature: ROTO (Best New Updates)

Apple Feature: ROTO (Best New Game - Nov 2014)

Nominee: ROTO (Best F2P Game, June 2014, Casual Connect Asia)

Honorable Mention: Global Student Game Developer Competition 2013