

Ketul Majmudar **Game Designer**

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Design

Level Design

Narrative Design

Playtesting

Rapid Prototyping

Combat-Encounter Design

Documentation

Paper Prototyping

Other Coursework

Visual Storytelling

Building Virtual Worlds

Improvisational Acting

Production and Leadership

Other Pitches

MR Platformer, CMU

Programming/Scripting

C#

C++

Unreal Blueprints

Software

Unity 3D

Unreal Engine 4

Maya

ZBrush

Quixel Suite

World Machine

Visual Studio

Microsoft Office

Google Suite

Adobe Suite

Platforms

PC

HTC Vive

Oculus Touch

Hololens

ARKit

Vuforia

Version Control

Perforce

GitHub

Production

Agile Principles

Scrum Methodologies

Trello

EDUCATION

Carnegie Mellon University, *Entertainment Technology Center (ETC)*

- Master of Entertainment Technology Pittsburgh, PA - US | Aug 2017 - May 2019

Nirma University, *Institute of Technology*

- Bachelor of Technology Ahmedabad, GJ - India | July 2013 - July 2017

ACADEMIC PROJECTS

Project ABODE - Verizon *Interaction Designer*, Producer ETC | Aug 2018 - Dec 2018

- Prototyping multiplayer entry/exit interactions for shared VR Home space experiences
- **Playtesting** with 20 guests every week
- Co-producing a team of 5 designers and 1 programmer

Project SPACE PIRATES - CMU *Game Designer*, Programmer ETC | Jan 2018 - May 2018

- **Pitched** a multiplayer mobile AR game to a panel of 15 professors - 2 rounds of pitching
- Designed-developed the combat system for a multiplayer space combat game using ARKit
- **Prototyped** 9 ideas for movement and combat systems
- Documented implementation guides, feature outlines and technical processes

Building Virtual Worlds - CMU *Designer*, Producer, 3D Artist ETC | Aug 2017 - Dec 2017

- **Rapidly prototyped** 5 immersive worlds in different interdisciplinary teams of 5 on a 2 week rotation
- Platforms - Vive, Oculus Touch, Hololens, Makey Makey and Jam-o-Drum
- Designed and implemented levels, visual feedback and indirect control for naïve guests

WORK EXPERIENCE

Graduate Teaching Assistant - CMU Building Virtual Worlds ETC | Aug 2018 - Dec 2018

- Mentoring 79 students in creating multiple virtual experiences in two-week cycles

Teaching Assistant - CMU National High School Game Academy ETC | Jun 2018 - Aug 2018

- Taught game design and 3D art to 65 high school kids over the summer

Param Labs *VR Game Designer*, Programmer India | Dec 2016 - May 2017

- Designed and **shipped** a 3D arcade game for Google's Daydream platform
- **Shipped** two Google Cardboard games - FPS and infinite runner

PERSONAL PROJECTS

Gesundheit! Artist, Programmer Global Game Jam 2018 | Jan 2018

- Developed a sneezing game for PC on an interdisciplinary team of 6 for a 48 hour game jam

What Lurks In The Dark Artist, *Game Designer* ETC | Jun 2017 - Aug 2017

- **Balanced** gameplay elements for a Twitch-based horror game that allows audience participation
- Co-authored a paper selected for CHI PLAY 2017

COURSEWORK

Game Design - Jesse Schell ETC | Jan 2018 - May 2018

- Designed 5 board games and a PC game individually or with teams in 2-3 week sprints
- Playtested and iterated on each project at least 10 times during the project cycle
- **Pitched** a co-op family game to a panel of industry experts in a team of 5 supervised by Jesse Schell

Level Design - Emilia Schatz CGMA | Aug 2018 - Oct 2018

- **Blockmeshed** 10 levels in one week sprints using Unity and Maya
- Playtested and iterated each level based on 3 playtests every week

RPG Writing - Chris Klug ETC | Aug 2018 - Dec 2018

- Writing a Tabletop-RPG bible for Mindjammer universe on a team of 4 writers
- Pitched plot ideas highlighting story structure and beat charts