



ROHIT SHARMA

GAME DESIGNER

ABOUT ME

I am a highly motivated individual with expertise in game and level design. I have worked on multiple projects, designing the core mechanics, gameplay loop, features and levels.

HOW TO REACH ME

E-mail: rsharma6991@gmail.com

Mobile: (+1) 412-996-0304

LinkedIn:

<https://www.linkedin.com/in/rohit-sharma-255886145>

Website:

<https://rsharma6991.wixsite.com/website>

PROFESSIONAL SKILLS

Game Design	Game Balancing
Level Design	Environment Design
Game Analysis	Rapid Prototyping
Game Economy	Documentation
System Design	Scripting

TOOLS

Microsoft Suite	Machination
Unreal	Maya
Unity	Far Cry Arcade Editor
Photoshop	Hammer Editor

EDUCATION

Carnegie Mellon University
Expected Graduation in May 2023
Master in Entertainment Technology

SRM University
Graduated in May 2018
Bachelor in Computer Science Engineering

PROFESSIONAL EXPERIENCE

CYMPL (DECEMBER 2018 - OCTOBER 2020) GAME DESIGNER

COOKING STORY | COOKING GAME

Free to play story driven cooking game

- Creating new content for the game.
- Level design for different cuisines.
- Event design and pitch.

COOKING EMPIRE | COOKING GAME

Free to play story driven cooking game

- Creating new content for the game.
- Level design for different cuisines.
- Creating a modular design framework to procedurally generate levels based on game mechanics & other parameters.
- Analyzing the KPIs and balancing the game accordingly to meet them.

MASALA MADNESS | COOKING GAME

Free to play cooking game

- Level design using simulation in excel and then further in Unity.
- Designing new features that can adapt to the existing core game.
- Using machinations.io to do simulations on the economy & other systems to make more informed decisions during production.

STORYVERSE (UNRELEASED) | NARRATIVE GAME

- Integration of the story and all the elements using the Fungus interface in Unity.
- Creating the story flow and branching.
- Working with the writers to implement narrative design.

SELECTED PERSONAL PROJECTS

TEAM PROJECTS

I worked on multiple team projects apart from professional projects as well.

Role: Programmer/Game Designer

- *Santa's Honor:* This is a Jam-O-Drum game made in a team of 4.
- *The Wedding:* A VR story experience made for Quest 2.
- *Alice in "Wonderland":* A horror game played using the Tobii eye tracker.
- *Unblend:* A puzzle platformer made for GMTK game jam 2019.

INDIVIDUAL PROJECTS

- *Level design:* I've worked on level design projects using various editors, engines, and Maya.
- *Visual scripting:* I made a few prototypes using UE4 blueprints.
- *Environment design:* I made a couple of environments using free assets in UE4.