

Ketul Majmudar, Seeking Game Design internship

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Education

Carnegie Mellon University, Entertainment Technology Center	Pittsburgh, PA
Master of Entertainment Technology	May 2019
Nirma University	Ahmedabad, India
Bachelor of Technology, Information Technology	June 2017

Academic Projects

Open World Fantasy RPG , Nirma University - Ahmedabad, India	June 2016 - Dec 2016
· Implemented several prototypes for a 3D open world game using Unreal Engine 4	
· Worked as a game designer and programmer on the project with a team of two others	
3D Shooter Game , Nirma University - Ahmedabad, India	Jan 2016 - May 2016
· Implemented fundamental gameplay systems of a 3D Shooter game using Unreal Engine 4	

Personal Projects

What Lurks In The Dark , CHI Play 2017	June 2017 - Aug 2017
· Designed gameplay elements for a Twitch-based game	
· Selected for CHI Play 2017	
Suck on That! , DreamHack Jam 2017	September 2017
· Created 3D assets for a 72 hour game jam	
· Made it to the top 10 out of 190 entries	

Experience

Virtual Reality Game Programmer , Param Labs - Ahmedabad, India	Dec 2016 - May 2017
· Researched and Programmed a Gesture Recognition System for Cardboard games using OpenGL	
· Programmed a 3D arcade game for Google's Daydream platform.	
Environment Artist , Natural Record Studios - Montreal, Canada	Jan 2016 - Aug 2016
· Created sci-fi asset packs for a 3D FPS game using Maya and Quixel Suite	
· Textured large environments using Photoshop and Quixel Suite.	
Game Development Lecturer , Nirma University - Ahmedabad, India	Jan 2016 - June 2016
· Started a university wide Game Development club	
· Organized and taught several Unity and Maya workshops for over 60 students	

Skills

Game Engines	Game Art	Languages	Platforms
Unity3D	Maya, ZBrush,	C#	HoloLens
Unreal Engine 4	Photoshop, Quixel Suite	C++	HTC Vive
CryEngine3	World Machine	Python	Google Daydream
		OpenGL	Oculus Touch