Trisha Surve | **Game Designer**

+1 (412) 277-7258 | tsurve@andrew.cmu.edu | www.trishasurve.wixsite.com/portfolio

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EDUCATION

Entertainment Technology Center (ETC), Carnegie Mellon University, Pittsburgh, USA　　　**Expected May, 2019**

Master of Entertainment Technology

Sardar Patel Institute of Technology, Mumbai University, Mumbai　　　**May, 2017**

Secured first rank in Semester IV (May 2015- GPA 9.71) and Semester VI (May 2016- GPA 9.83)

Relevant Courses: Mathematics, Computer Graphics, Analysis of algorithms, Object Oriented Programming, Data Structures, Software Engineering - project management, Human Computer Interaction.

SKILLS

Game Design

Prototyping, Documentation, Playtesting, Interaction design, Analysis

Languages

C#, Java, Python, JavaScript, C, HTML, CSS, MySQL

Framework

Unity3D/2D, HoloLens, Google Daydream, HTC Vive, Django, Cave Automatic Virtual Environment, Android

Tools

Adobe Photoshop CS, Adobe Premiere Pro, Perforce, Audacity

ACADEMIC PROJECTS

GAME DESIGNER & PROGRAMMER | *Thin Line, ETC*　　　*January 2018-May, 2018*

Virtual Reality Experience, Google Daydream, Pixel 1 & 2

- Designing, scripting and continuously iterating interactions for the experience on Daydream
- Creating weekly Prototypes and conducting weekly Playtest sessions along with brown box playtests to continuously iterate on the player experience
- Creating Documentation based on analysis, observations and feedback
- Designing narrative and the experience in VR based on Geoff Kaufman's research on perspective-taking approach
- Link : https://trishasurve.wixsite.com/portfolio/googledaydream

GAME DESIGNER | *Game Design, ETC*　　　*February, 2018*

Strategy Dice Game, Solo

- Designed and created a Dice game that is based on player's skill followed by luck (roll of dice, number of dice depends on your level of skill) in two weeks
- Created Prototypes and conducted Playtest sessions to make several iterations for balancing reward and punishment
- Created Documentation based on analysis and observations

GAME DESIGNER & PROGRAMMER | *Building Virtual Worlds, ETC*　　　*August 2017 - December, 2017*

AR, VR, Rapid Prototyping, Interactive Storytelling

- Worked as a designer and programmer in five separate interdisciplinary five-person teams creating unique games and virtual experiences every two weeks.
- Enriched communication, leadership, teamwork, and rapid-prototyping skills while working with multidisciplinary teams
- Used Unity 3D to develop for Hololens, HTC Vive, Makey Makey and CAVE
- Link : https://trishasurve.wixsite.com/portfolio/hamsterfinal

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NON-ACADEMIC PROJECTS

GAME DESIGNER & PROGRAMMER | *Gesundheit, Global Game Jam*　　　*January, 2018*

48 Hours Rapid Prototyping, PC and XBOX Controller

- Designed, built and implemented level layout
- Programmed gameplay and implemented assets in Unity 2017
- Enhanced time-management skills, rapid prototyping skills, and communication
- Link : https://trishasurve.wixsite.com/portfolio/gesundheit

GAME DESIGNER | *Wobbly, Personal Project*　　　*January, 2018*

2D Side Scrolling Racing Game, PC

- Developed a classic 2D game that uses Wheel Joints to create an unstable and difficult ride over a hilly road

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EXPERIENCE

PROGRAMMER | *Tata Institute of Social Sciences(TISS)*　　　*July-October, 2016*

Android, Mobile

- Developed a mobile application to be used by Women Representatives in rural areas, led the design team and worked on documentation
- Worked closely with a professional Design Consultant while developing the wireframe