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| parth babulkar   |  |  |  | | --- | --- | --- | | Game Designer | San Francisco, United States | 4042637020 | | |
| Details San Francisco, United States  4042637020  [parth9094@gmail.com](mailto:parth9094@gmail.com) Links <www.parthbabulkar.com>  [www.linkedin.com/in/parth-babulkar](https://www.linkedin.com/in/parth-babulkar/) Skills Unity Engine  Unreal Engine  Game Design  Systems Design  Combat Design  Scripting in C# / C++  Level Design  Unreal Blueprints  Game Design Documentation  Microsoft Office  Adobe Photoshop | |  |  | | --- | --- | |  | Profile |  |  |  | | --- | --- | |  | Skilled and passionate game designer seeking to further my career in the gaming industry. I have developed a range of technical and design skills while pursuing my Masters in this field  and while designing a few games on my own which includes gaining an understanding of key game design principles, level designing using Unity and Unreal. On a personal level, I build trust and rapport with my peers and focus on designing a game that my players would enjoy playing. |  |  |  | | --- | --- | |  | Education |  |  |  | | --- | --- | |  | Master of Arts in Game Development, Academy of Arts, San Francisco September 2019 — December 2021 Bachelors of Engineering in Computer Science, Indus University, Ahmedabad May 2011 — June 2015 |  |  |  | | --- | --- | |  | Projects |  |  |  | | --- | --- | |  | Crypt and Gate, 2D Action Platformer - Game Designer  * Collaborate with artists for art assets and communicating design goals * Design and Script combat mechanics for the player and enemy AI * Level block out for a single player level  Clash of Mythologies, 3D Turn based RPG - Systems Designer  * Design and script a turn-based system * Enemy AI to make decisions based on its available resources and player's action * Balancing character stats and skills  Tomb of Amun Ra, 3D Puzzle Adventure - Level Designer  * Level block out and scripting using Blueprints * Design puzzle mechanics using the environment  Unnamed Project, 3D Hack n Slash - Combat Designer  * Design and script combat system with juggle mechanics * Derive combat style based on the animations * Design enemy reactions to attacks |  |  |  | | --- | --- | |  | Employment History |  |  |  | | --- | --- | |  | Customer Service Assistant at Whole Foods Market, Dublin August 2019 — February 2020   * Worked in a team environment to deliver optimal customer experience  Teaching Assistant (Assembly Language and Calculus) at Georgia State University, Atlanta January 2018 — January 2019   * Resolved doubts and questions of students * Tutored undergraduate students and conducted labs  Travel Manager at Radheshyam Travels, Ahmedabad August 2015 — November 2017   * Organized, managed and planned tours for individuals to large groups * Improved customer satisfaction through resolution of conflicts, issues and concerns | |