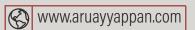
# **Arunachalam Ayyappan**

# Game Designer



**\$** +1 236 512 1708

aruayyappan@gmail.com

Vancouver, Canada

in

Passionate and dedicated game designer with 2+ years of experience in the game industry, with a pursuit to learn more about design, seeking an opportunity to contribute towards development of fun and innovative gameplay experiences.

#### **SKILLS**

# Game Design:

3C's Design

Game Loop

Game Mechanics

Game Balancing

Prototyping

UI/UX Wireframes

Documentation

Agile/ Scrum

# Level Design:

Whiteboxing
Scene Composition
Level Pacing
Framing and Composition
Scripting Levels (Blueprints)
Environmental Storytelling
Documentation

# **Engines:**

Unreal Engine Unity

### Software:

Autodesk Maya

Adobe Illustrator

Adobe Photoshop

Miro

Adobe XD

Microsoft Suite

Sourcetree

Perforce

Github

**Target Process** 

Trello

#### **EXPERIENCE**

#### **Junior Game Designer**

(May 2022 - Sept 2023)

Pocket Pinata Interactive, Vancouver, BC

- Collaborated with the team to create Pitches, Overall Design and Gameplay Mechanics on Internal and Client projects
- Designed Gameplay Systems and Feature Briefs for multiple projects
- Created Wireframes for Gameplay Systems using 'Miro'
- Designed a Level Creation system using 'Unreal Engine 5'
- Designed and Blocked out the Levels for a racing game in 'Unreal Engine 5'
- Worked on Encounter Design, Enemies & Boss Creation and Gameplay Balancing for an Action Rougelike
- Designed an Enemy Wave system, Waves, Levels and Boss battles using 'Unity' for an Action Rougelike
- Worked on Re-designing features and Game Systems on CannaFarm

#### **Freelance Game Designer**

(April 2022 - May 2022)

DoubleJump Games, Victoria, BC

- Designed the House Flipper Mod for Among Us
- Designed the unique Mini games for Tasks within the game
- Designed and blocked out the Map for the game
- Brainstormed with the Client about possible new Mod Ideas
- The Mod was played by the Youtuber SSundee on his Youtube channel, The Video has a view count of 8.1 million and counting (Link)

#### **Game Design Intern**

(May 2021 - June 2021)

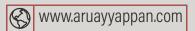
Ogre Head Studio, Hyderabad, India

- Worked on the game project Yodha (Indian RPG)
- Brainstormed new features with the team
- Balancing and fine-tuning of Player progression Systems, Events and Game Flow
- Integrated Systems and Events into game engine (Unity)
- Assisted with up keeping the Design Documentation

# **Arunachalam Ayyappan**

# Game Designer

(Sept 2017 - May 2019)



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♥ Vancouver, Canada

in

#### LANGUAGES

English - Fluent Tamil - Native

## **Hobbies**

Football/Soccer Fitness Cooking Reading Books Photography Technology

### **ACHIEVEMENTS**

All-Star Student (Jan 2022)

Langara Centre for Entertainment Arts

THE SECRET EXPERIMENT PRIZE FOR ORIGINALITY (May 2019)

Abertay Digital Graduate Show 2019 (See credential)

#### **EDUCATION**

**DIPLOMA IN ADVANCED GAME DESIGN**(Jan 2020 - Dec 2021)

Langara Centre for Entertainment Arts (Vancouver, Canada)

LEVEL DESIGN FOR GAMES WITH PATRICK HASLOW (Spring 2019)

CGMA (See credential)

BA (HONS) GAME DESIGN AND PRODUCTION

Abertay University (Dundee, United Kingdom)

GAME DESIGN AND MANAGEMENT COURSE (Sept 2015 - May 2017)

Supinfogame Rubika (Pune, India)