

# Arunachalam Ayyappan

## Game Designer



www.aruayyappan.com



+1 236 512 1708



aruayyappan@gmail.com



Vancouver, Canada



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 Roguelike
- Designed an Enemy Wave system, Waves, Levels and Boss battles using 'Unity' for an Action Roguelike
- 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

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### 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** (Sept 2017 - May 2019)  
Abertay University (Dundee, United Kingdom)

**GAME DESIGN AND MANAGEMENT COURSE** (Sept 2015 - May 2017)  
Supinfogame Rubika (Pune, India)