

# PRANAY VINOD

## GAME DESIGNER



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Pranay Vinod ([pranayarchives.com](http://pranayarchives.com))

## SKILLS

Narrative Designing  
Lore Designing  
Level Designing  
Gameplay Designing  
Unity  
Unreal  
MS Office  
Miro  
Jira

## EDUCATION

Master's in Game Design, University of the Creative Arts Farnham, Sep 2021 - Aug 2022

Bachelor's in Computer Application, CMR University, India, Sep 2016 - June 2019

A Levels Schooling, Nairobi International School Kenya, Sep 2013 - June 2016

## AWARDS

Nominated as the Best Student Game of the Year at IGDC 2018.

## PERSONAL TRAITS

Result Oriented  
Keen Learner  
Proactive  
Problem Solver  
Excellent Communicator  
Multitasker

## PROFESSIONAL SUMMARY

- Experienced Game Tester with over 2.5 years of experience in functional and playtesting testing mobile games.
- Master's in Game Design, with expertise in Narrative Design with solid skills in Level & Gameplay Design and a Bachelor's in Computer Application, specializing in Game Development, shifting perspective from gamer to developer.
- Proficient in developing games from concept to completion, including scripting, level design and game mechanics.
- Knowledge of software development methodologies such as Jira.
- Highly skilled in working with programmers and artists to implement game assets.
- Ability to communicate technical ideas to both technical and non-technical audiences.
- Skilled in prioritizing work and meeting deadlines in a fast-paced environment.
- Possesses excellent analytical, communication, team building & interpersonal skills to collaborate with all stakeholders across the globe.

## EXPERIENCE

Freelancer, Untitled RPG Game for Delimp technology, 2022-2023

Project Details : This is a third-person Action-Adventure game that focuses on magical combat. The player is caught in a magical war between mages and the undead. The player must help the mages and destroy the source of the zombie.

Responsibilities:

- Worked as a Narrative and Level Designer of the project.
- Created the story, Script and GDD.
- Developed comprehensive documents outlining the story and backstories of key characters.
- Designed the player's journey and created interaction points.
- Coordinated with the Artist and VFX Artist to create the environment.
- Coordinated with the programmers to design and create unique and challenging mechanics to create fun gameplay.
- Gathered and utilized competitive intelligence, research trends, insights and best practices in the industry to design an engaging game experience for our target audience.

Indium Software, Senior Test Engineer at Indium Software, 2019-2021

Projects:

Match 3 Games Playtested:	Functional Testing:
<ul style="list-style-type: none"><li>Wonka's World of Candy Match 3.</li><li>Wizard of Oz Magic Match 3.</li><li>Harry Potter: Puzzles &amp; Spell.</li><li>Untitled FunPlus Game.</li></ul>	<ul style="list-style-type: none"><li>SpongeBob: Cooking Fever.</li><li>Room Flip: Home Décor Game.</li><li>Wizard of Oz Magic Match 3.</li></ul>

Responsibilities:

- Assigned daily tasks to team members, ensuring efficient allocation of resources.
- Served as the primary Point of Contact (POC) within the playtest team, leading the onboarding and training of new team members to ensure rapid assimilation and proficiency in testing procedures.

## LINGUISTIC SKILLS

English  
Hindi

## AREAS OF INTEREST

An avid gamer, enjoys competitive titles like League of Legends and immersive single-player experiences like Life is Strange and God of War (2018) . Also a fan of tabletop RPGs, particularly Dungeons and Dragons and enjoy creating complex character backstories for games and settings.

- Vetted and evaluated bugs submitted by team members, meticulously assessing their validity, severity, and impact on gameplay experience to prioritize resolution efforts effectively. Contributed to and provided feedback on system design, through Excel modeling, balancing and tuning.
- Prepared and shared detailed client reports, outlining build numbers and testing activities, and identified bugs, ensuring clear and transparent communication with clients throughout the testing process.
- Going through the game design spec document to gain deep insights into game mechanics and features to meticulously craft detailed test plans, outlining comprehensive testing strategies and methodologies to ensure the accuracy, functionality, and quality of the game.

## PERSONAL PROJECTS

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CONDITIONING (2022) - Conditioning is a first-person stealth-based horror game. The player finds out the dark truth while trying to escape the facility. This was a solo project.

Responsibilities:

- Wrote the entire story and made all character back story documents, Script and GDD.
- Designed the entire facility with the five main rooms, the player's passes and the hallways.
- Used ProBuilder to create the supporting character's model and a few machines.
- Programmed:
  - Player FPS Controller.
  - AI patrol, detect and kill state.
  - Interactions with console and dialogue system.

Protector of Wano (2018)- Protector of Wano is a third-person stealth game. The player must avoid detection and take out enemies in the forest to reach the castle. This was a solo project.

Responsibilities:

- Designed the forest environment as part of the level design.
- Created all documents for the game.
- Programmed:
  - Player controls.
  - Bow and arrow firing mechanic.
  - AI patrol to search to attack state.
  - Trap and Bush mechanics.
  - UI of the game

Dark Deception (2017) - Dark Deception is a first-person horror game that takes the player through the haunted halls of his school. The player keeps looping through the halls and must find a way out. This was a two-man project.

Responsibilities:

- Designed the School hallways and Classrooms as part of level design.
- Wrote the story of the game.
- Designed the interactions and objects used for jump scare on the level.
- Designed the lighting there in a way to guide the player through each loop.
- Programmed the UI of the game