Abhinav Singh
Game Design Student

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A postgraduate game design student, who enjoys rapid prototyping and excels at implementing levels, systems, puzzles and game-play scenarios to any given topic as well as develops quirky and fresh concepts. Very enthusiastic in teams, finds quick solutions to problems and employs efficient production methods for which I've been granted the lead role in majority of my projects.

Skills

- Proficiency in developing Puzzle Platformers.
- Proficiency in forming logic for game prototypes.
- Proficiency in paper prototyping levels & their digital translation in Engine/Sketchup.
- Familiar with Unreal, Unity, Construct engine functionalities.
- Possess basic scripting knowledge for Unity C# and UE4 blueprints.
- Familiar with version control systems: Git, Perforce.
- Proficiency in Documentation & Project Management.

Education

Kingston University - London, United Kingdom
MA Game Development (Design) - January 2019 - Present

Supinfogame Rubika - Pune, Maharashtra, India
Game Design and Project Management - September 2015 - May 2018

Projects

Pizza Go Vroom - 2018
Arcade Racing game with kart building in AR, for Android
Role – Lead Game & Level Designer, Project Manager
Development Time - 6 months
Team – 5 GDs, 3 Artists, 1 Programmer
Engine - Unity

Dark Zero Light - 2017
Puzzle Platformer featuring Light & Shadow Powers. Made during Unreal Mega jam, for PC
Jam Theme - However vast the Darkness, we must supply our own Light
Role – Lead Game & Level Designer, Programmer
Development Time – 7 days
Team – 3 GDs/Programmers, 2 Artists
Engine – UE4

Road Trash – 2017
Arcade Driving, serious game about pollution, for Android
Role – Game & Level Designer, Artist
Development Time – 2.5 months
Team – 3 GDs/Artists, 1 Programmer
Engine - Unity

Into the Light - 2017
Narrative Puzzle Platformer with Size shifting mechanic. Made during Ludum Dare, for PC
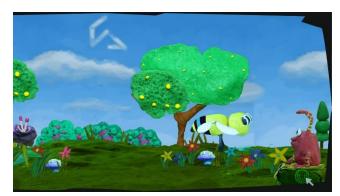**Jam Theme** – Small World
Role – Game, Level & Narrative Designer
Development Time – 48 hours
Team – 2 GDs, 1 Artist, 1 Programmer
Engine - Unity

Eat me! - 2017
Point & Click Adventure Game featuring Node based puzzles & Claymation graphics, for PC
Role – Game & Narrative Designer, Sole Programmer
Development Time – 2 weeks
Team – 3 GDs/Programmer, 4 artists
Engine – Visionaire Studios

Brushed – 2016 - 2017
Metroid Vania featuring Brush strokes that unlock traversal abilities, for PC
Role – Game, Narrative & Lead Level Designer
Development Time - 5 months
Team – 3 GDs, 2 Artists, 2 Programmer
Engine - Unity