

Karan Sahu

Game Designer/Gameplay Programmer

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EXPERIENCE

Technical Artist - *Lost and Found* / Rochester Institute of Technology **March 2015 – Present**

- Key point of contact between the graphic designers and programmers
- Ascertaining the art displays in line with the artistic vision on the iOS devices
- Establishing an art pipeline for Unreal Engine and assisting the team with the engine

Programmer - *I.P.A.R. Directive* / Rochester Institute of Technology **September 2014 – March 2015**

- Created a 2D prototype of the program which played a crucial role in the progression of the project
- Implemented graphs to hold a dictionary of a custom class which records all the data of every question
- Worked with a programmer and project managers to develop engaging ideas to implement game elements

Game Designer / 3D Modeler - *Puppet Quest* / *Flatter Than Earth* **March 2014 - July 2014**

- Created new game mechanics and improved upon existing ones to increase player engagement
- Iterated upon puzzle designs and game sequences in Photoshop and created mock-ups in Unity
- Scripted basic game mechanics for quick prototypes inside Unity
- Modeled props and environment pieces as per needed
- Assisted teammates with modeling and technical issues

Level Designer - *Lead The Way* and *Drive Me Bananas* [PUBLISHED] / Press Start Studios **Feb 2013 - Dec 2013**

- Outlined the levels in Photoshop; blocked-in and lit them in Unity 3D
- Developed core gameplay mechanics, traps & enemies with the game designer
- Designed stimulating puzzles while keeping in mind the various gameplay mechanics and power-ups
- Assisted the programmers and 3D modelers to fix gameplay bugs and 3D model issues

SKILLS

- **Art:** Maya, Zbrush, Photoshop, Keyshot, xNormal, Headus UVLayout, nDo
- **Game Engine:** UDK, Unity, Unreal Engine 4
- **Programming:** C#, XML
- **Source Control:** Sourcetree, GitHub, SVN
- **Languages:** English, Hindi, Bengali, Sanskrit

ADDITIONAL PROJECTS

- **Game/Level Designer** – *Scare Tactics* / *Capstone Project* **October 2015 - Present**
- **Level Designer** - *Binkk* / *RIT iOS App Challenge* **February 2015**
- **Game Designer/Programmer** - *X-spark* / *Collaborative Project* **Nov 2014 – Dec 2014**
- **Game Designer** - *Artifice* / *Collaborative Project* **Sept 2014 - Nov 2014**
- **Game Designer/Programmer** - *Anaglyph* / *Global Game Jam* **January 2014**

EDUCATION

Rochester Institute of Technology, Rochester, NY
Masters in Science Degree

expected graduation May 2016
Major: Game Design and Development

Academy of Art University, San Francisco, CA
Bachelors of Fine Arts Degree

December 2013
Major: Game Design

AWARDS

- *Puppet Quest* – *IGF 2016 Entrant* and *Whispering Indie Cup 2015 Finalist*
- *Anaglyph* nominated for Best Game Design at the Global Game Jam 2014 held at NYU Game Center
- Selected to showcase at the Academy of Art University Spring Show 2012 under the prop modeling category