

Karan Sahu

Game Designer/Gameplay Programmer

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EXPERIENCE

Technical Artist - *Codename Purple / Rochester Institute of Technology* **March 2015 – Present**

- Key point of contact between the graphic designers and programmers
- Assisting the UI designer in creating the mobile layout of the game
- Developing an art pipeline for Unreal Engine and ascertain the art displays well on the iOS devices

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#, C++, XML
- **Source Control:** Sourcetree, GitHub, SVN
- **Languages:** English, Hindi, Bengali, Sanskrit

ADDITIONAL PROJECTS

- **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**
- **Gameplay Programmer / Game Designer - Anaglyph / Global Game Jam** **January 2014**
- **Volunteer - Unity / GDC** **March 2013**

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 got accepted for IGF 2016 Entrants
- 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