

Karan Sahu

Gameplay Designer

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EXPERIENCE

Gameplay Designer - *Just Cause 4* / *Avalanche Studios* August 2016 – Present

- Establishing a Visual Language for gameplay and destruction
- Collaborating with fellow designers and artists to concept and realize various gameplay objects
- Onboarding, guiding and managing a team of two designers to bring several contents to a shippable quality
- Working closely with all departments to find, optimize and improve performance heavy content

Technical Artist - *Lost and Found* / *Rochester Institute of Technology* March 2015 – May 2016

- 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

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

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, Avalanche Open World Engine (APEX)
- **Programming:** C#, Unreal Blueprints
- **Source Control:** Perforce, Git, BitBucket, Sourcetree, SVN
- **Languages:** English, Hindi, Bengali, Sanskrit

ADDITIONAL PROJECTS

- | | | | |
|-----------------------------------|---------------|--------------------------------|-------------------------|
| • Game Designer/Programmer | Flush It | - <i>Train Jam 2016</i> | March 2016 |
| • Game/Level Designer | Scare Tactics | - <i>Capstone Project</i> | October 2015 – May 2016 |
| • Level Designer | Binkk | - <i>RIT iOS App Challenge</i> | February 2015 |
| • Game Designer/Programmer | X-spark | - <i>Collaborative Project</i> | Nov 2014 – Dec 2014 |
| • Game Designer/Programmer | Anaglyph | - <i>Global Game Jam</i> | January 2014 |

EDUCATION

Rochester Institute of Technology, Rochester, NY

Masters in Science Degree

expected graduation August 2016

Major: Game Design and Development

Academy of Art University, San Francisco, CA

Bachelors of Fine Arts Degree

December 2013

Major: Game Design

AWARDS

- Scare Tactics awarded 2nd place at Rensselaer Polytechnic Institute (RPI) GameFest 2016
- 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