



Rugved KHANDEKAR

Game and Systems Designer

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Professional Work Experience

Junior Game Designer **Ubisoft Paris Studio**

Paris, France - December 2022 to February 2023

- Collaborated in a team of 4 game designers on an unannounced AAA PC/Console video game. Led projects involving 3Cs (Camera-Controls-Character), Scripting, and Prototyping in Unreal Engine 5. Designed Systems and Combat, creating comprehensive design documentation.
- Independently developed key design features from concept to working prototypes in Unreal Engine 5. Operated in an AGILE environment, leveraging industry-standard tools like JIRA, Perforce, and Microsoft Office for enhanced project and team efficiency.

Assistant Game Designer **Ubisoft Paris Studio**

Paris, France - April 2022 to August 2022

- Conducted end-of-studies internship during my master's program at ENJMIN Le Cnam, with project and responsibilities similar to my Junior Game Designer role.

QA Tester Working Student **Grandcentrix GmbH**

Cologne, Germany - June 2021 to September 2021

- Part-time student QA software tester in an IoT-focused multi-personnel QA team. Proficient in diverse software testing practices like test-case creation, unit-testing, black-box testing, and integration testing. Developed comprehensive test documentation.
- Identified and reported bugs using JIRA tools, ensuring quality at each sprint in the project roadmap. Collaborated with developers to guarantee device safety and a bug-free product.

Game Designer **Reliance Games**

Pune, India - June 2019 to September 2020

- Full-time game designer with expertise in solo and team-based development for multiple F2P Unity3D game titles on Android/iOS platforms. Accountable for systems design, gameplay, monetization, level design, economy design, and narrative development.
- Owned the design, documentation, and implementation of new features in live GaaS games. Tracked their performance through analytical tools like Google Analytics, Firebase, and Tableau. Developed UI wireframes, iterated on UX design based on user feedback and studies. Assisted in project management.

Intern AR/VR Developer **Hoistbright Technologies**

Pune, India - May 2018 to August 2018

- Developed realistic 3D interactive VR walkthroughs from scratch for real-estate and residential properties using Unreal Engine
- Designed and developed an interactive AR android app to showcase cars and automobiles with different customisation options using Unity 3D.

Education

Master's degree in digital and interactive Games and Media

ENJMIN, Le CNAM - Angoulême, France
2021 to 2022

Master of Arts in Digital Games

Cologne Game Lab, TH Köln - Cologne, Germany
2020 to 2022

Bachelor of Science in Animation and Gaming

Bharati Vidyapeeth University - Cologne, Germany
2020 to 2022

Game Dev Experience

Futur 21 Game Jam (Co-winner as a team)

Game designer and developer in a team of 4, working on an art-installation game competition for a museum.

Ubisoft Game Jam 2020 (Ranked 1st place)

Game designer and project manager in a 4-person team, working on musical sandbox game for the Ubisoft Game Jam organised globally.

Igus Game Jam 2021

Game designer and programmer in a 2 person team, working on a game competition aimed at promoting and marketing the products created by Igus GmbH.

Global Game Jam 2022

Game designer working in 4 person team on a non-competitive chill game.

Certifications

- French as a Foreign Language A1 (2021)
French language certificate exam.
Alliance-Française, Bordeaux
- Goethe Zertifikat B1 (2019)
German language certificate exam.
Goethe Insitut, Pune.
- Google Analytics - Beginners (2019)
App/Website tracking with Google Firebase & Google Analytics.
- IELTS English Language Certificate Exam (2019)
Band Score 8.0/9.0 - British Council, Pune.

Software Skills

- Unreal Engine 4 & 5, Unity 3D, Blender
- C++, C#, C
- Adobe Photoshop, Adobe Illustrator, Adobe After Effects
- Google Firebase, Google Analytics, JIRA, Confluence
- Microsoft Office, Microsoft Excel, Microsoft PowerPoint.

Languages

- English (Fluent)
- French (Intermediate)
- German (Intermediate)
- Hindi (Fluent)
- Marathi (Mother-tongue)

Interests and Experiences

- Hiking, Trekking and Endurance Running
- Swing Dancing
- Successfully completed 200kms, 300kms and 400kms BRM endurance cycling events.
- Volunteered in Pune Comic Con 2017
- Completed cycling expedition to World's Highest Motorable Road at Khardungla-Ladakh, India.
- Public speaking, languages and teaching.