

VINAY KUMAR SHARMA

G A M E D E S I G N E R

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SKILLS

PROFESSIONAL

- Combat Design
- Game Balance
- 3C Design
- Project Management
- Narrative Design
- Sound Design
- Cinematic Design

TECHNICAL

- Unity 2D / 3D - 7 years
- UnrealEngine - 1.5 years
- MicrosoftSuit - 7 years
- AdobePhotoshop - 7 years
- Adobellustrator - 7 years
- AdobePremierPro - 7 years
- AdobeXD - 7 years
- AdobeAudition - 7 years
- LucidChart/Miro- 7 years
- FL Studio - 7 years
- ProTools - 1 Year
- Figma - 4 years

PROFILE

Since my childhood, Video games have impacted me in various ways. From the time I played my first game (Midtown Madness), I pointed out on the screen and said "this is what I want to do", I have been in love with interactive experiences. I am ambitious, hardworking, and dedicated to the process and the experience of making a product that impacts the audience just like how it affected me. With a mix of the calculative mind of a game designer and a visual eye of a filmmaker, I want to be a part of something big and give my skillset and ideas to give back to the community by giving them the 'wow' experience can fill them up with smiles and tears. I want to make games that matter. With a diverse background, I have always taken the advantage of it for trying to create games for everyone

EXPERIENCE

RPG, GAME BALANCING DESIGNER - | 2023 KUMI SOULS GAMES - UNITED KINGDOM, LONDON

Working on an upcoming 2D souls like metroidvania, as a RPG Designer and Balancing designer. Taking care of the combat Design, balancing, boss and weapons, Enemy design, Boss design of the game.

THE LAST FAITH - Steam Wishlist Now

GAME DESIGNER - | 2023

PIXELYNX, LOS ANGELES, CALIFORNIA, USA (REMOTE)

Currently working as a Game Designer on a contract basis, helping in improving, designing the mechanics and features of the products. Monetization, Gamification, UI UX

GAME DESIGNER - | 2019 -2021

HYPERNOVA INTERACTIVE STUDIO, HYDERABAD, INDIA

MAYANAGARI - Open world sandbox lite game

In my time working in Hypernova Interactive I was the initial designer for the inhouse game and worked for the foundation of the open-world gangster game on a mobile platform. And also worked on different client based games

EDUCATION

BACHELOR'S DEGREE

DSK SupinfoGame Rubika, India
Bachelor's in Game Design
2016 - 2019

MASTER'S DEGREE

University for The Creative Arts
United Kingdom
MA in Film Making
2021 - 2022

ACHIVEMENT

EURO DEGREE

SupinfoGame Rubika
Bachelor's in Game Design
(Awarded with highest grades)
ECTS 180 - EQF 6
MARCH 2020, INDIA

MASTER'S IN FILM

University For The Creative Arts
DISTINCTION
ECTS 180 - CGPA 7
OCTOBER 2022 , UNITED KINGDOM

ALL INDIA 3RD IN GAME JAM TITANS

GAME JAM TITAN, HYDERABAD
ALL INDIA RANK 3
2015

HOBBIES

- Filming
- Writing
- Guitar - Composing music

- Designed the base foundation of features of the game like driving, shooting, grenade throwing
- Designed basic combat system for player and enemies
- Economy Design
- Assisted the teams of artists and programmers in creating tools for implementing features like driving, traffic and cinematics
- Researched the world, system and other open-world games

[CLICK TO WATCH THE CURRENT TRAILER AND PRE-REGISTER](#)

- Implemented the camera for shooting, driving and walking
- Created initial map, story and script for the playable prototype
- Created the initial playable prototype for marketing purposes
- Designed and implemented cutscenes of the first mission of the game
- Edited and shot the scenes for initial in-house marketing trailer

CLIENT BASED PROJECTS

- Designed narrative and documented all mechanics for the game
- Balancing the system using excel sheets and playtesting them for variations
- Worked on economy design
- Worked on the engine to design levels and balance matrices
- Implemented VFX and SFX in games for a better game feel
- Designed, wrote dialogue, and implemented branched narrative in a client based food truck game.

STUDENT WORK

HARANO: WHAT WAS LOST | 2019

Game/Narrative/Cinematic Designer , Director, Composer

A game where the present meets history. Story of a girl trying to solve the mystery of her dad's death while indulging in his obsession with The Great Mughal Empire. She must dive into Babar; The Conquerer's mind to understand and unfold this mystery. A 3D first-person action puzzle game.

- On paper Level Designed the floor plan of the game
- Level prototyping in engine
- Proof played the puzzles to make sure that they worked with the game's narrative
- Created the entire game design document in a film script format
- Designed the system for the management mechanic of the game.
- Design gameplay beats for dramatic gameplay
- Composed music for the game
- Designed and implemented cinematics for the game.

RHU | 2017

Game/Narrative/Level Designer, Project Manager, Composer

A 2D action adventure, metroidvania with a unique universe.

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