

VINAY KUMAR SHARMA

G A M E & N A R R A T I V E D E S I G N E R

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SKILLS

PROFESSIONAL

- Narrative Design
- Gameplay Design
- Level Design
- Project Management
- System Design
- Sound Design
- Cinematic Design

TECHNICAL

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

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

GAME DESIGNER - | 2020 -2021

MAYANAGARI - OPEN WORLD GANGSTER 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.

- Designed the base foundation of features of the game like driving, shooting, grenade throwing
- 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
- 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

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

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

GAME DESIGNER - GENERALIST | 2019 -2021 HYPERNOVA INTERACTIVE STUDIO, HYDERABAD, INDIA

At Hypernova I was one of the first designers in the studio, I was responsible for designing and delivering various client-based projects for Android platforms. Also was working for a open-world in-house franchise.

- 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

After the tragic death of his beloved, Rhu finds himself in the land of dead. Later he finds that his beloved is stuck in this afterword as she is been blamed by Rhu for leaving him alone with all the suffring. The only thing that can save Meerah and give her salvation is his blessing. A 2D metroidvania game with lot of backtracking.

- Designed the narrative, world and complete lore of the game
- Designed levels on paper and prototyped it in engine
- Programmed vfx / Particle effects for the lush environment feel
- Handcrafted each level for the better parallax and narrative experience
- Designed base enemies and moved it on to the secondary designer
- Managed the product deadlines by dividing tasks and giving it to other team members
- Composed music for the game.

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