



HIMANSHU AGARWAL

Game Designer



+91-870-775-8638



gamedev.alpha@gmail.com



redwolfrolf.wixsite.com/portfolio



[linkedin.com/in/redwolfrolf](https://www.linkedin.com/in/redwolfrolf)



Pune, IN

PROFILE

Hi! I'm a 26 year old game designer, born in India, fell in love with video games. I enjoy everything from building roads to conquering nations to killing reapers & cephs.

My 'soul' passion is to build immersive, engaging experiences while constantly improving my skills & learning new ones.

SKILLS

Game Mechanics / System

Game Economics

Level Design

Visual Scripting

Rapid Prototyping

Machinations

WORK EXPERIENCE

Junior Game Designer

Cympl Studios,

Pune, Maharashtra, IN

Dec 2018 - Present

Working as a junior game designer on an IP based cooking game for mobile devices.

EDUCATION

UG, Game Design & Project Management

SUPINFOGAME RUBIKA

Pune, India

2014 - 2017

During 3 years, I learned game mechanics, level design, rapid prototyping, project management, communication within departments, product production pipeline along with other aspects of game design such as games writing, user interface, user experience etc.

Methodology included Intensive week projects (weekly sprints) along with long term semester projects (individual & team).

ACHIEVEMENTS

ATOM

Selection

Indie Prize Showcase, Casual Connect, Singapore, *2015*

PERFECT, ME?

Nomination

Indie Prize Showcase, Casual Connect, San Francisco, *2016*

TOOLS



Unreal Engine 4



Machinations



Twine



Trello



Git



Perforce



MS Office
(DOC, PPT, XLS)



Adobe Suite
(PS, PR, AE, IL)

PROFESSIONAL PROJECTS

Chef Sanjeev Kapoor's Cooking Empire

Role: Game, Economy & Level Designer,

An IP Based Cooking Game (Category: Simulation) for mobile devices, taking responsibility for benchmark game analysis, game systems, economy & level design. Highlights -

Procedural Level Generation System -

Creating a feasible design to procedurally generate levels based on game mechanics & rules sets.

Game Economy -

Handling game's internal economy & balancing for fluid player experience, retention & better monetization strategy.

Machination Simulation -

Using machinations.io to do simulations on the economy, life/energy & other systems to make more informed decisions during production.

PERSONAL & ACADEMIC PROJECTS

ATOM

Role: Game Designer, Animator

A unique blend of casual arcade & tower defense for mobile defense. Selected in Casual Connect 2015 Singapore for showcase.

PERFECT, ME?

Role: Game Designer, Animator

A top down narrative adventure with commentary on our society. Nominated for Best Narrative Game in Casual Connect 2016 San Francisco.

No Monkey Business

Role: Game Designer, Programmer

An educational game for kids focusing on ecosystem & environmental issues.

Thug Life

Role: Game Designer, Production Manager

A party board game centers on characters classes & selfish friends.

The Final Bloodbath

Role: Level Designer, Programmer

A fast paced single player campaign in Doom Snap-map editor.

Black Dawn

Role: Level Designer, Programmer

Campaign & Level Design in Warcraft 3 Editor based in Warcraft universe.

The Wolves of Megacorp

Role: Level Designer, Programmer

Campaign & Level Design in *Shadowrun Dragonfall Editor* based in same universe.

LANGUAGES

English (*ILETS: 7.5, Academic*) • Hindi (*Native*)

PASSIONS

Video Games • Movies • Anime • TV Series • Music • Photography