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Chaitanya
Verma

GAME DESIGNER

OBJECTIVE

I have a keen interest in game design and development. I am also involved in robotics and product design. Being a budding designer, I'm looking for all kinds of internships/apprenticeships to learn and flourish my professional skills.

SKILLS

SOFTWARES

- Unity
- Godot
- Figma
- Corel Draw
- FCP-X
- Photoshop

CODING AND GAME

- C#
- Python , GD script
- IOT modules
- Game Design
- Level Design
- Gamification

OTHERS

- System Design
- Design Process
- Arduino, Beaglebone

GAME PHILOSOPHY

I strongly believe that games have a potential utility beyond recreation, like building focus, discipline and developing deeper emotional intelligence all while having fun. Games carry a lot more potential in an individual's life

EDUCATION

2020-present	**NATIONAL INSTITUTE OF DESIGN** Master in Digital Game Design 8.26 /10 CGPA
2014-2018	**AMRITA VISHWA VIDYAPEETHAM** Bachelor in Computer Science 7.72 /10 CGPA
2012-2014	**HOLY CROSS SEN. SEC. SCHOOL** High School - PCM 86.4 %

CERTIFICATIONS

2016

PYTHON DATA STRUCTURE

University of Michigan -
Coursera Certified Course

2016

PYTHON TO ACCESS WEB DATA

University of Michigan -
Coursera Certified Course

2017

WEB DEVELOPMENT

Internshala Certified Course

2016

THE ULTIMATE GUIDE TO GAME DEVELOPMENT WITH UNITY 2019

Udemy Certified Course

PROJECTS

2021

TOYCATHON 2021 (INDIA)

Grand Finalist - Nationals

Developed a serious board game for the women who are about to be a mother. Through the game a new mother can learn about pregnancy and the newborn child, trying to include both modern and traditional verified knowledge into the game. The game also focuses on family bonding.

2018

TELEPRESENCE ROBOT

Constrained control of Telepresence robot with enhanced User Interface

Remote-controlled, wheeled device that is operated using a tablet over the internet remotely, with video and audio output. Allows the user to sit back and control the bot using a few mouse clicks to reach their desired position.

WORK EXPERIENCE

GAME DESIGN INTERN
PlayShifu

Sept 2022- present

- Working on multiple aspects of games like game economy design, game and level design.

GAME DESIGNER
Litwork

Oct 2021- Feb 2022

- Designed and developed a modular system for gamification of a conventional industrial practice.

- Delivered a scalable, customizable, multipurpose, ready to use tool.

IT HEAD
Quantum Verto

Jan 2019- Jan 2020

- Acted as a technical lead enabling a team of 10+ members handling media, PR, social and broadcast.

- Implemented a setup for all Live Broadcasts of CMO (Chhattisgarh) on various social media platforms.

IOT DESIGN INTERN
Credence Robotics

Jul 2018- Dec 2018

- Worked on multiple IOT based projects including Smart City, Industry 4.0, Restaurant automation solutions, smart wearable.

- Implemented RF communication using various network topologies and cloud uploads for back-end analytics.