



I am a passionate game designer who is eager to work on compelling and interesting projects. I am committed to learn every aspect of game design to help me make fun and engaging games to reach my goal

# RANJITH NAGARAJAN.

Game Designer

## KEY SKILL

Game Design Document  
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Level design  
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WorldBuilding  
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UI/UX Design  
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Engine work(Prototype)  
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Concept art  
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## WORK EXPERIENCE

Game Designer Intern  
Polyphonic Technologies May - July 2023

- Responsible for an entire level selection screen from scratch to Alpha
- Tuning and balancing out the existing features and bug fixing

## EDUCATION

École Intuit Lab  
August 2021 - May 2024 (3 yr)  
RNCP Level 7 – Game art and Design

CG Spectrum  
Diploma in Concept Art & Digital Illustration

## SOFTWARES

Unreal, Unity, photoshop, 3dx Max, Painter, Zbrush, Excel

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