

## INDUSTRY EXPERIENCE

### High Voltage Software

January 2017 – Present

Technical Game Designer to Principal Designer

#### **Fortnite (2018 – Present)**

- Collaborated closely with Epic Games on the ongoing development of Fortnite across multiple gameplay areas including Battle Royale, Events, LTMs, and Save the World
- Contributed to gameplay features guided by Epic's creative direction, with an emphasis on player experience
- Rapidly prototyped seasonal content and maintained live features throughout release cycles
- Implemented gameplay functionality using C++ to support feature development alongside engineering
- Applied deep knowledge of the Fortnite codebase to develop features efficiently and support teammates across disciplines
- Worked with cross-disciplinary teams (art, audio, engineering) to define and execute feature goals
- Provided and applied feedback from regular team playtests to improve feature quality and player experience

#### **Ballista (2017 – 2018)**

*Casual VR action-puzzle game developed for Oculus Quest. Players launch magical critters at a corrupted castle using a catapult to destroy its source of corruption—the Bane Stone*

- Contributed to the game from early prototyping through release
- Designed and implemented all enemy units using a state machine system developed in C++
- Collaborated with artists and designers to bring the magical critters to life with unique gameplay functions
- Developed the VR catapult weapon, enabling players to pull and launch critters in immersive combat
- Implemented the Scout Phase, allowing players to survey the battlefield from a top-down VR view and select ammo from a rotating pedestal

#### **Dragon Front (2017)**

*Turn-based collectible card game developed for Oculus Rift and Samsung GearVR with an immersive VR battlefield experience*

- Designed and implemented Conquest Mode challenges – custom AI matches with unique gameplay modifiers
- Reworked the tutorial system in C++ to create a more engaging onboarding experience
- Created Conquest Mode UI and menus using Blueprints and C++
- Implemented UI for the daily login reward system and the Portal matchmaking system

## EDUCATION

### **SMU Guildhall**

Plano, TX (2014 – 2016)

Master of Interactive Technology in Digital Game Development (Honors in Level Design)

### **Vellore Institute of Technology**

Vellore, India (2010 – 2014)

Bachelor of Technology in Computer Science and Engineering

## SKILLS

**Development Tools:** Unreal Engine 5 (Blueprints & C++), Visual Studio, Photoshop

**Workflow & Collaboration:** Perforce, Unreal Game Sync, Jira, Miro, Slack, Google Workspace, Microsoft Office

**Familiar With:** 3ds Max, C#, C