CHINMAY SHAH
Game Designer

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SKILLS

Gameplay Design
Gameplay Programming
Combat Design
Systems Design
Game Architecture
Technical Animation
Quality Documentation
Problem Solving

TECHNICAL

Unreal Engine	Unity
Blueprints	C#
Material Editor	Shadergraph
G Suite	Python
Perforce	Illustrator
Git	Blender

EDUCATION

University of Utah
Fall 2021 - Spring 2023
Master of Entertainment Arts and Engineering

Pune University, India
2015 - 2019
Bachelor of Engineering, Computer Engineering

LANGUAGES

English
Hindi
Marathi

GAME PROJECTS

The Snitcher | Combat Designer, Programmer
(Gameplay) Recreation of Combat from The Witcher 3 - **Unreal**
> Recreated combat from The Witcher 3 using blueprints, animation graphs, behaviour trees, UMG widgets
> Programmed combat mechanics like the attack combo system, Witcher signs, enemy AI, enemy lock system, rolling, blocking etc
> Modified original Witcher signs to facilitate mid-range combat options

Rudra | Combat Designer, Technical Animator
(Gameplay) 3rd Person Action Adventure Game - **Unreal**
> Designed and documented the core combat systems and enemy behaviors
> Programmed the AI of some enemies using behavior trees, state machines and the gameplay ability system in Unreal 5.1
> Worked on mechanics like the combo system, roll, block, enemy lock
> Developed the animation blueprints of all characters and control rigs
> Developed the animation asset pipeline from mocap to the game
> Choreographed 14 unique player attacks and directed mocap sessions

Tea-mates | Gameplay Designer, Programmer
(Gameplay) Side-Scroller Time Management Game - **Unreal**
> Designed and programmed mechanics that can incorporate Twitch audience participation in core gameplay
> Balanced the game mechanics to ensure increased, but fair difficulty with audience participation
> Created and maintained the Game Design Document

Saga Of Ballie | Level Design Project
(Gameplay) 3rd Person Shooter - **Unreal**
> Designed the level to invoke the feeling of grandeur one gets while watching Toy Story or playing Revolt
> Designed encounters around the core objective of resource collection
> Used color themes and carefully considered placement of resources to subtly guide the player in the environment
> Programmed enemy AI and core game mechanics

WORK EXPERIENCE

Game Producer | The GApp Lab   05/22 - Present
> Managing game development sprints in a team of 5
> Communicating with company clients for consistent iteration

Game Developer | IDZ Digital   09/20 - 06/21
> Ideated and programmed over 15 prototypes in Unity
> Shipped 3 games on google play store

Graduate TA | University of Utah   08/21 - 05/22
> Gave constructive feedback to students on game design assignments
> Collaborated with the professors to ensure the course runs smoothly