

# Ajith Viswanath RJ

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## Summary

Passionate Game Designer with a strong background in content creation, narrative design, marketing, and user experience design within the video game industry. Seeking an entry/mid-level project role to contribute my skills, collaborate with industry professionals, and further develop expertise in game design and development.

## Profile

Dual graduate with comprehensive experience in content creation for video games, including narrative design, marketing strategies, and user experience enhancement. Looking for an entry-level project role that offers opportunities for skill expansion and the assumption of substantial responsibilities.

## Education & Qualifications

*Master of Creative Industries - Macquarie University, 2022*

- Specialized in project management, business development, and digital marketing.
- Proficient in creative strategy development and implementation.
- In-depth understanding of legal and financial aspects of the industry.
- Effective team collaboration and critical thinking honed through projects and case studies.

*Master of Media And Communications - Macquarie University, 2022*

- Developed strong analytical skills to assess media content's impact on audiences.
- Proficient in media production, visual storytelling, marketing, and digital communication.
- Skilled in research methods and data analysis for understanding user behaviour.

*Bachelor's degree in Interactive Media - Birmingham City University, 2019*

- Strong foundation in Interactive media with a focus on Video Games.
- Proficient in Software Development, 3D modelling, animation, and 2D Image manipulation.

## Work Experience

*Game Designer and Game Developer | notHOW Studio | May 2023 - Present*

- Co-founded and established a successful studio focusing on game development.
- Ideated original game concepts and executed development using Unity or UE5.
- Led marketing campaigns, including Kickstarter initiatives.
- Designed and directed core narrative aspects of game stories.

*Intern Media Strategist | National Acoustic Laboratory | Mar 2022 - Jun 2022*

- Assisted in effectively disseminating information to encourage audience engagement.
- Crafted engaging narratives for a new Podcast show.

- Executed narrative design, recording, and editing for the podcast.
- Produced pilot episode and provided a framework for podcast continuation.
- Developed guides for editing using industry-standard tools.

*Video Game Programmer and Designer | Trellisoft | Aug 2019 - Sep 2020*

- Developed original game concepts and prototyped gameplay mechanics.
- Designed and implemented core gameplay loops.
- Directed game narrative and successfully published two games on the Play Store.

*Intern Game Programmer | GameShastra | Jun 2019 - Aug 2019*

- Contributed to original game concept creation and prototyping.
- Collaborated on gameplay balance and code optimization.
- Demonstrated expertise in creating extendable, reusable code.

## **Key Skills**

- **Communication and Teamwork:** Proven ability to collaborate effectively in multicultural, multidisciplinary teams, leading to successful project completions.
- **Critical Analysis:** Proficient in critically analyzing content, identifying strengths, weaknesses, and improvement strategies.
- **Creativity and Innovation:** Innovative approach to applying unique concepts to game design.
- **Programming Languages:** Proficient in C++, Blueprints, C#, JS, HTML5, Shader programming with nodes.
- **Repository Management:** Demonstrated skill in version control and code repository management.
- **Narrative Design:** Expertise in crafting engaging narratives for immersive experiences.
- **Level Design:** Proficient in creating well-balanced and visually appealing game levels.
- **Data Structures and Algorithms:** Strong grasp of foundational programming concepts.

## **Portfolio page**

<https://ajith-vrj-gamedev.w3spaces.com>