

Sanket Agarwal

Game Designer - Programmer

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Summary

A game designer with a background in art and media studies currently enjoying coding and artificial intelligence topics while completing a Master of Information Technology course. I have worked in executive positions as well as team positions, so I know how to be a good team member as well as a team leader. I have multi-faceted skills in Media, and I am working on reaching the same level of prowess in programming.

Education

Monash University, Melbourne

Australia

MASTER OF INFORMATION TECHNOLOGY

2020 - Present

Major : Artificial Intelligence

Related Units: Fundamentals of AI, Python Programming and algorithms, Introduction to Databases, Programming foundations in Java, Project Management, Software Engineering, User Interface Design and Usability

St. Xavier's College (Autonomous), Kolkata

India

BACHELOR OF SCIENCE (HONOURS)

2014-2017

Major : Multimedia and Animation

Related Units: Story Designing, Preproduction, Animation Fundamentals, Media Studies, Advanced 2D Animation, Production Process, Advanced Maya, Sound Design, VFX

Skills

TECHNICAL SKILLS: Databases (SQL), Python, Java, HTML

SOFTWARE AND TOOLS: Unity, Adobe Creative Cloud, Autodesk Maya, Lucidchart, Trello, Microsoft Project Professional, Microsoft Office, Audacity

Experience

Ogre Head Studio, Hyderabad

India

Game Designer

Dec 2017- Nov 2019

- Designed gameplay experiences, characters, narratives, levels and visuals.
- Created and maintained Game Design Documents along with design specifications.
- Audio design and editing.
- Created game scenes in Unity.
- Quality Assurance testing and bug reporting.
- Co-ordinated with the programming and art teams and reviewed the implementation.
- Related Skills: Game Designing, Software Development, Documentation, Production

Silk Route Media, Mumbai

India

Art Director

Jun 2017 - Dec 2017

- Designed and created creatives for print and digital media advertising.
- Designed and created video advertisements for broadcast and digital advertising.
- Designed brand identities.
- Lead a team of 15 artists.
- Client management.

Awards and Achievements

- Received the Unity Certified Developer Badge in February 2018.
- Achieved a score of 8.5/9 in the IELTS English language proficiency test.

Extra-Curricular

Monash Book Club - Recreational Library

Monash University, Melbourne

FACILITATOR

July 2020 - Present

- Responsible for organizing and hosting Book Club meetings and engaging students in the book club activities by marketing the event details on social media platforms.

Leadership Training Services

Kolata, India

Volunteer

Apr 2014 - Apr 2016

- Core organizing team member for Ignite, a charity fair for underprivileged and differently abled children for the years 2014 and 2015.
- Core organizing team member for cleaning drives and women empowerment initiatives.

National Social Services

Kolata, India

Volunteer

Apr 2014 - Apr 2017

- Volunteer teacher for multiple rural education programs where we taught underprivileged kids English and Math.
- Volunteer helper at aged care homes on weekends.
- Organizing team for Sishu Mela (2017), a university run fair for underprivileged kids.