Aparant Mane   Game Designer

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Skills

- Unreal Engine 4 & 5 (Blueprints, C++)
- Scripting
- Agile Development

- Unity
- Game Feel & Design
- Perforce / JIRA

Experience

Game Engineer and Prototyper, Zwift Long Beach, US & London, UK   *(Nov 2019 – Present)*

- Worked on different game features from Social, UI, and Gameplay to Design.
- Writing Design Docs and Prototyping multiple game features from Ideation to Production.
- Prototyping game mechanics and content to assess ability and verification of delivery over the course of the product roadmap.

Flesh (Independent) UK   *(Jan 2022 – Present)*

WIP Action Roguelite where the player is stuck between timelines.

1. Having a "designing with purpose principle". Ex. (Each Mechanic with Dual Purpose Design)
2. Designing game feel & moment to moment gameplay.
3. Designed a resource management flow for combat.

Generalist Programmer, Wahoo Studios Salt Lake City, US   *(Oct 2018 – May 2019)*

- Worked on an announced project for Microsoft Xbox One and Universal Windows Platform.
- Ported the game to Xbox, UWP & implemented Xbox Live features.
- Worked on multiple game features from gameplay, & UI, to optimization.

AI Designer & Programmer, Something Dark Studios Salt Lake City, US   *(Jan 2017 – May 2018)*

- Designed a minion balancing system for the designers and implemented dynamic difficulty adjustment.
- Designed and implemented NPC navigation and behavior using A* and Behavior Trees.
- Optimized AI and gameplay code improving frame rate performance by 20%.
- Steam-API integration

Gameplay Designer & Programmer, GApp Lab Salt Lake City, US   *(Aug 2016 – May 2018)*

- Focused on usability features in VR that could replace traditional pen & paper input mode.
- Designed a custom system for NLP using IBM Watson for real-time speech-to-text conversion.
- Designed features with a heavy dependency on UI scalability due to vast datasets.
- Collaborated with internal and external cross-disciplinary teams spanning disciplines from software to social work education.

Education

- University of Utah, Master's in Entertainment Arts and Engineering (Game Engineering) 2016 – 2018
- Mumbai University, Bachelor's in IT 2011 – 2015