

EDUCATION**Entertainment Technology Center (ETC), Carnegie Mellon University, Pittsburgh, USA****Expected May, 2019**

Master of Entertainment Technology

Sardar Patel Institute of Technology, Mumbai University, Mumbai**May, 2017**

Bachelor of Computer Engineering, Relevant Courses: Game Design, Building Virtual Worlds, Psychology, Human Computer Interaction, Mathematics, Computer Graphics, Analysis of Algorithms, Object Oriented Programming, Data Structures, Software Engineering.

SKILLS**Game Design** : Data-Driven Design, Behavioral Trees, Level Design, Whiteboxing, Prototyping, Playtesting, Interaction design, Scripting**Languages** : C#, Java, C++, C**Framework** : Unity3D/2D, Oculus, HoloLens, Google Daydream, ARKit, HTC Vive, Android, IOS, Django**Tools** : Perforce, Smart SVN, Plastic SCM, Adobe Photoshop CS, Adobe Premiere Pro, Audacity**PROFESSIONAL EXPERIENCE****Level Designer and Experience Designer | Intern, Schell Games****January-May, 2019***Virtual Reality, Oculus Touch*

- Working on a Virtual Reality Sword combat game with a team of 24 using Unity 2018.3.5
- Currently **White Box** levels and focusing on various combinations of enemy encounter and their placement within a level
- As a Level Designer, I am responsible for creating layouts that feel comfortable in VR, encourage different uses of spaces for combat, **replayability** and allow for the player to apply **different strategies** for combat
- As an experience designer, I am working on the **First Time User Experience (FTUE)** gameplay alongside the design director and a programmer of my team for which I have been creating **Behavioral Trees** to trigger gameplay events
- Link: <https://variety.com/2018/gaming/news/sword-fighting-vr-game-schell-games-1202944078/>

Lead Designer and Programmer | Intern, MassDiGI SIP 2018**May-August, 2018***Android and IOS, Tablet and iPad*

- Created an Endless Runner within a span of 2.5 months with a team of 6 using Unity 2018.1
- Implemented a procedurally generated map, created **6 whitebox versions** within a week and worked on balancing various game mechanics based on a **Data-Driven Approach**
- As a Level Designer, I was responsible for improving the overall experience and fun factor of the game for our audience by conducting playtests, listening closely to the feedback and implementing it
- Worked on creating an engaging experience to get a **high retention rate** from the audience and researched on monetization
- Created a framework for an entire level and worked closely with artists for creating the right set of Art Assets for it
- Contributed to the team by coming up with solutions to any of our design problems, maintained blogs and documentation that have information on Programming and Designing the game, and all other Design decisions for when the next team takes over
- Link: <https://trishasurve.wixsite.com/portfolio/endless-runner>

ACADEMIC PROJECTS**Game Designer & Programmer | Thin Line, ETC (Won Bronze in Serious Play Conference)****January 2018-May, 2018***Virtual Reality Experience, Google Daydream, Pixel 1 & 2*

- Designed, scripted and continuously iterated interactions for the experience on Google Daydream using Unity 2017
- Created weekly prototypes and conducted weekly playtest sessions along with brown box playtests to continuously iterate on the player experience
- Created documentation based on analysis, observations and feedback from the playtest sessions
- Designed the narrative and the experience in VR based on Geoff Kaufman's research on perspective-taking approach
- Final experience available on [Google Play Store](#) and [Oculus Store](#).
- Link : <https://trishasurve.wixsite.com/portfolio/googledaydream>

Game Designer & Programmer | Building Virtual Worlds, ETC**August 2017 - December, 2017***AR, VR, Rapid Prototyping, Interactive Storytelling*

- Worked as a designer and programmer in five separate interdisciplinary five-person teams creating unique games and virtual experiences every two weeks
- Enriched communication, leadership, teamwork, and rapid-prototyping skills while working with multidisciplinary teams
- Used Unity 3D to develop for HoloLens, HTC Vive, Makey Makey and CAVE
- Link : <https://trishasurve.wixsite.com/portfolio/hamsterfinal>

PERSONAL PROJECTS**Game Designer & Programmer | Gesundheit, Global Game Jam****January, 2018***48 Hours Rapid Prototyping, PC and XBOX Controller*

- Designed, built and implemented level layout, programmed gameplay and implemented assets in Unity 2017
- Link : <https://trishasurve.wixsite.com/portfolio/gesundheit>