



RAHUL YERRAMNEEDI

BIOGRAPHY.

Hey, I'm Rahul. A Game Designer with a Bachelor (BSc) and Master (MSc) degree in Game Design. My specialties lie in Game, Level and UI Design on Mobile to VR platforms. Video Games have grown from a mild interest to an integral part of what defines me, with my main goal being to create unique worlds and experiences.



Instagram.com/iamneedi



Twitter.com/iamneedi



www.rahulyerramnedi.com

EDUCATION

- **MASTER OF SCIENCE IN GAME DESIGN**
FULL SAIL UNIVERSITY | OCT 2018 - NOV 2019
- **BACHELOR OF SCIENCE IN GAME DESIGN**
FULL SAIL UNIVERSITY | JAN 2017 - JULY 2018

SKILLS

PRODUCTION

- HACK N PLAN
- TRELLO

ENGINE

- UNITY

SOURCE CONTROL

- GITHUB
- PERFORCE

COMMUNICATION

- SLACK
- DISCORD
- SKYPE

UI

- ADOBE XD
- WIRE FRAMING
- PHOTOSHOP

DESIGN

- GAME DESIGN
- PUZZLE DESIGN
- LEVEL DESIGN

OTHER

- Q/A
- WATERFALL
- AGILE

DEV

- C#
- MICROSOFT VISUAL STUDIO

AWARDS & PARTICIPATION

SALUTATORIAN AWARD
JULY, 2018

ADVANCE ACHIEVEMENT AWARD
NOVEMBER, 2019

I CAN'T WRITE GAME JAM
JULY, 2020 - AUGUST, 2020

NaNoReno GAME JAM
MARCH, 2021 - APRIL, 2021

EXPERIENCE & PROJECTS

UI DESIGNER

TEOTL: New Age | Legio Vox STUDIOS | JULY, 2021 - PRESENT

- Designed **UI wireframes** for the menu systems in Adobe XD.
- Implemented these Wireframes in engine (Unity 3D).
- Tools Used: **Adobe XD & Adobe Photoshop**

LEAD DESIGNER / UI DESIGNER

Tumble | TLDR Games | JULY, 2020 - OCTOBER, 2020

- **Game Design** (Conceptualized and Developed the core mechanics and systems of the game using C# in Unity).
- **UI Design** (Crafted UI wireframes for all the menu systems in the game and implemented them in engine).
- Implemented **monetization** in the game and keep track of the data.
- Available to play on the Google Play Store.

UI DESIGNER / QA ANALYST

Humanity SaVR | ZYGOBOT STUDIOS | JAN, 2020 - JULY, 2020

- Crafted **UI wireframes** for the menu systems in Adobe XD for rapid prototyping and implemented them in engine.
- Improved gameplay of various levels through a lot of QA.
- Available to play on Sidequest VR.

Jr. DEVELOPER / UI DESIGNER / QA ANALYST

Dino Tanks | ZYGOBOT STUDIOS | MARCH, 2019 - MARCH, 2020

- Developed some of the main attack systems in the game using coroutines in **C#**.
- **Systems Design** (Ensuring the game is balanced and fine tuning some of the stats in the game from Microsoft Excel to Engine).
- Improved gameplay of various levels through a lot of QA.