

ARJUN GAMBHIR

Game Designer & Producer



Contact

Arjun.K.Gambhir@gmail.com

Sochron.com

(805) 914-7478



Skills

- Adaptable
- Research
- Problem Solving
- Organization
- Leadership

- AGILE Scrum
- Remote Production
- Quality Assurance

- Microsoft Office
- Adobe Creative Cloud
- Unity 3D
- Trello & Jira
- Autodesk Maya
- Object-Oriented C#



Certifications

- CPR & First Aid
- MTG L1 Judge



Work Experience

Mero Games, Camarillo CA
Marketing Intern
2018

Ubisoft, Los Angeles CA
E3 Demo Crew
2017



Education

CSU Chico - Bachelor of Science
Computer Animation & Game Development 2021

Moorpark College - Associate in Science
Game Design 2019



Project Experience

[Shapeshift Dungeon \(2021\)](#) — **Producer (Remote)**

One-Room Dungeon Roguelike | Team of 14 | ECGA 1st Place Winner

- Remotely led a team from preproduction to publication in 4 months.
- Created and managed the team project board, created epics and user stories, and ran bi-weekly meetings with stand ups and daily check-ins to ensure maximized progress and well being for all team members.
- Responsible for task delegation, upwards communication, interpersonal dispute resolution, influencer outreach, and marketing materials.
- Emphasized professional and personal growth for all team members.

[Card Garden \(2020\)](#) — **Game Designer (Remote)**

Tower Defense Card Game | Team of 11

- Designed and iterated upon a real time tower defense card game hybrid with a dynamic multiclassing tower system from preproduction to publication in 4 months.
- Ran playtests and iterated on design objectives and gameplay systems each sprint.
- Maintained design documentation for GDD, unit statistics spreadsheets, style guides, asset lists, and systems updates.
- Programmed enemy spawn behavior, all UI elements, and tutorials.

[Beyond the Cave \(2020\)](#) — **Game Designer (Remote)**

Narrative Simulation | Team of 3

- Designed and programmed system tools to easily and quickly add narrative events with multiple choice resolutions.
- Designed a procedural narrative system set in a neolithic setting with resource management and individual tribe members to acquire, name, and raise to progress.
- Created all documentation and deliverables for publication following Google Play Store guidelines.