

DHAVAL RAJKUMAR

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EDUCATION

BFA in Game Arts (UI/UX Minor) | August 2022 – May 2026 (expected)

Pratt Institute, New York, United States

Relevant Coursework: Game Design, Level Design, Narrative Design, Game Coding, 3D Modeling, Character Design For Games, Lighting & Texturing

SKILLS

Unreal Engine, Unity, C++, C#, Blueprints, Maya, Blender, ZBrush, Adobe Suite, Figma, Environment Art, Narrative Design, Python Coding, Jira

RELEVANT PROJECTS

Fishing Fiasco | May 2024 (<https://www.dhavalraj कुमार.com/fishingfiasco>)

Scripting, Level Design, Environment Design

- Designed 4 distinct environments, ensuring each island felt unique with its challenges and exploration
- Implemented the fishing system, providing an enjoyable and responsive experience that was expandable
- Optimized game lighting to enhance ambiance and visual quality

Conquest | Dec 2023 (<https://www.dhavalraj कुमार.com/conquest-1>)

Systems Design, Graphic Design

- Created clear and concise game rules with accompanying reference sheets for easy understanding
- Designed card layouts with legible actions and distinct visual language to differentiate between three card types easily
- Refined and polished the game through iterative design based on playtester feedback

Mystical Pyramid | Dec 2023 (<https://www.dhavalraj कुमार.com/pyramid>)

Hard-Surface Modeling, Foliage Designing, Lighting & Texturing

- Conducted a detailed tree study to optimize foliage density, polycount, and textures, seamlessly integrating pine trees
- Applied warm lighting, mist, and a god rays to highlight the pyramid and add depth
- Designed stylistic textures to enhance the pyramid, rocks, and forest elements

WORK EXPERIENCE

Quality Assurance | December 2023 – Present

Void Climber, FuturePerfect Studio, New York

- Identified & Reported over 20 bugs and glitches.
- Conducted over 6 hours of gameplay testing across multiple player inputs, ensuring a seamless player experience.
- Tested and validated over 30 new features and mechanics, contributing to smoother gameplay integration.

Game Designer | October 2023 – November 2023

Harlem Urban Games School, New York

- Assisted in designing and launching 5 urban games at locations like Morningwood Park and the MET Museum.
- Developed scalable, adaptable game systems like game loops that helped reducing setup time.

Resident Advisor | August 2023 – Present

Residential Life, Pratt Institute, New York

- Managed a community of up to 65 student residents, fostering an inclusive environment that promote respect & belonging
- Offered peer support and facilitated events, nurturing community cohesion

Co-Founder & Chief Creative Lead | July 2021 – July 2022

Norin Media, India

- Managed a team of 2 graphic designers, maintaining the standard of work delivered and enforcing deadlines.
- Communicated with clients directly to assist in achieving their vision.
- Designed Brand Identities for both individual clients and hospitality sectors.