

AJ Tyagi

Game Designer

Experience

General Portfolio: <https://ajoysticktyagi.wixsite.com/>
Itch.io: <https://captain-joystick.itch.io/>
Demo Reel: <https://youtu.be/f3FXC6HJiXk>

AdiTyagi285@gmail.com

Skills

Bungie, Inc. / Seasonal Activity Design Intern

JUNE 2022 - SEPTEMBER 2022

- Created features for and iterated on missions for *Destiny 2: Season of the Seraph*.
- Helped concept and give feedback for *Destiny 2: Season of the Deep*.
- This content design role involved use of the game's engine, its scripting tool, source control software, and a bug tracker.

Projects

Development: Unity, ProBuilder (Unity Level Building Tool), Construct 3

Programming: C#, Visual Studio, Python, Java

Art: Blender, Aseprite, Photoshop, Maya

Collaboration: Atlassian Suite, Trello, MS Office 365, GitHub, SharePoint

Other: Problem Solving, Conflict Resolution, Agile

Ape Ship / Gameplay, Level, and UI Designer; Programmer

JANUARY 2021 - JUNE 2021, University of California, Santa Cruz

- Collaborated with 11 others to develop *Ape Ship*.
- Designed and handled all UI elements/animations required for the game.
- Lead multiple design discussions, primarily regarding the game's flow and level design.
- The game received awards for Design Innovation and Visual Art at UC Santa Cruz.

Cassidy's Castle Cleaners / Level, Gameplay, and UI Designer

MARCH 2023 - JUNE 2023, University of California, Santa Cruz

- Collaborated with 11 others to develop *Cassidy's Castle Cleaners*.
- Designed levels for the game such as the tutorial and boss rooms.
- Balanced the player, their abilities, and enemies.
- Built the game's menus.

Games Developed for Game Jams / Designer, Programmer

APRIL 2021 - PRESENT

- Demonstrates capability to scope out, develop, and finish games within a given timeframe and with design restrictions.

Education

University of California, Santa Cruz, — B.A.

Art and Design: Games and Playable Media

OCTOBER 2020 - EXPECTED GRADUATION: JUNE 2024