

PRAJWAL PANDEY

Technical Game Designer

INFO

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EDUCATION

Bachelor of Science In
VFX & Animation
ITM Institute of Design
& Media 2021 - 2024

LANGUAGES

English - Fluent
Hindi - Native

CERTIFICATES

C++ Fundamentals
Unreal Blueprint Scripting
Environment & Level Design
Game Asset Mastery
Unreal Fundamentals
Unreal Engine Cinematic

ABOUT

I am a Technical Game Designer who is passionate about bridging creativity and tech to build immersive player experiences. I hold experience working with proprietary engine and specialize in AAA gameplay systems, mechanics prototyping, and scripting with a focus on optimization and scalability. I thrive where creative ambition meets technical execution :)

WORK EXPERIENCE

Game Designer
UBISOFT | Skull & Bones Aug 2023 - Current

- Design owner for Sea Monsters
- Responsible for Designing , Prototyping & Building the AI feature from scratch
- Collaborated with different disciplines across the project such as Programmers, Tech Artist, Tech Animators, 3D Artist, Animators & Sound Designers

SKILLS

| Hard Skills | Tools | Soft Skills |
|--------------------|-------------------|-------------------|
| Prototyping | Unreal Engine | Collaboration |
| Visual Scripting | Anvil | Ownership |
| Documentation | Unity | Problem Solving |
| Combat Design | Maya | Positive Attitude |
| Encounter Design | Photoshop | Team Player |
| System Design | Substance Painter | Creative |
| Quest Design | Confluence | Adaptive |
| AI Design | Perforce | Passionate |
| Gameplay Balancing | Jira | Leadership |
| Basic C++ | Miro | Time Optimization |
| Basic C# | Microsoft Suite | |

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PERSONAL PROJECTS

Utility AI System

Unreal Engine

- Collaborated with a programmer to build a modular Utility AI system in Unreal Engine
- Created a Character Blueprint for the AI Controller to Move, Crouch, Aim & Shoot and handled the tech anim side of things.
- Worked with the Environment Query system for the AI to use while navigating around and performing behaviors such as Reposition, Strafe, Cover, Petrol & Flank.
- Worked in setting up the Goal Generator and Goal Data using C++ & Unreal Blueprint
- Designed the complete AI Behaviour and variables that influence the scoring for them
- Also created a modular enemy class & weapon system to easily create different weapons and enemy classes with unique attributes
- Overall balancing and scoring of the AI system

Modular Weapon System (WIP)

Unreal Engine

- Working on an Advance Modular Weapon system that allows the user to create weapons without touching blueprint scripts
- Attributes like Mesh, Animation, projectile & hitscan settings, Recoil & Spray pattern, ADS Settings and additional realization settings can be adjusted just through the property tab to create unique weapons for a game.

ADDITIONAL

- Visited École Intuit Lab & Whistling Woods International for hands-on and Q&A sessions with students. Reviewed student works and provided feedbacks on the same.
- Have experience with different skills in 3D - Modelling , Animation , Simulation , Sculpting , Texturing , Lighting & Rendering.