

MANAV SHAH



GAME DESIGNER

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Objective

With a passion for game development and storytelling, I am an aspiring game designer looking to craft inspiring and creative experiences for players everywhere.

Experience

Game Designer and Writer • Do or Drink • New York 2022 - Present

- **Design** and compile 5-6 unique games per day
- **Write** content for games in production, including new games and game expansions
- My game, *Photobooth*, is on track to be **published** in 2024

Founder and Game Designer • Demigod Entertainment • California 2022 - Present

- Design and **develop** multi-medium games, including analogue, digital, ARGs, and game systems
- Have made **20+ games** and game prototypes using Unreal Engine 5, JavaScript, C++
- Currently launching a **Kickstarter** campaign for my latest game, Mythos

Game Design & Development • Intern • Two Bit Circus • California 2021 - 2022

- Worked directly with the CEO to design and create a GPS-based, collectible game
- Met with 3-4 potential **investors** interested in its use, including **Red Bull**
- Designed and optimized the program from scratch (10+ iterations) in Unity2D

Coding Instructor • Coding Minds • New York 2020 - 2022

- **Taught** game programming and game design to students K-12
- Various degrees of difficulty, from Scratch visual coding to Unity scripting
- Handled one-on-one classes as well as group classes

Education

New York University 2020-2024

B.S. Integrated Design and Media | Game Design

Technical Skills

Fluent: Java, JS, Python, C, C++, CSS, HTML, GML, Ren'py, UE Blueprints

Proficient: C#, GDScript

Game Engines: Unreal Engine 5, UE4, Unity 5, Godot

Other Engines: Twine, GrabCAD, CURA, Adobe Creative Suite, MS Office

Programming IDEs: Visual Studio, VSCode, Android Studio, QT Creator, BlueJ, Git

3D: Maya, Blender, Cinema4D

References available upon request