

# MANAV SHAH



## GAME DESIGNER

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### Objective

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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

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#### **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 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

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#### **New York University** 2020-2024

B.S. Integrated Design and Media | Game Design

### Technical Skills

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**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