

NANDAN JADHAV

TAMPA, FL, FL | (321)-295-1371 | NANDANJADHAV08@GMAIL.COM | NANDANJADHAV69.WIXSITE.COM/PORTFOLIO

About Me:

I'm recent graduate with a bachelor's degree in game design from Full Sail University.

I enjoy all aspects of design and development. More specifically, I enjoy visual scripting and level design. I believe that playtesting and bug-fixing are just as important to ensure the efficient playability and a pleasant experience for whoever picks up the games I work on.

Education:

FULL SAIL UNIVERSITY, ORLANDO, FLORIDA
Bachelor of Science in Game Design (Class Valedictorian)

September 2020 – July 2022
GPA: 3.75

Experience:

Lead Designer and Executive Producer | Gourmeal Games Inc. *October 2022 - Present*

- Managing and guiding a team of 6 including Game Designers, Audio Designers, and 3D/2D Artists.
- Design level block outs for different iterations of the game in Unity.
- Managing tasks and sprints on Jira and ensuring timely completion of tasks and resolution of issues and hurdles when they arise.
- Maintaining design documentation for major design changes to create a foundation for future endeavors.

Level Designer and Scripter | Spirited (Individual Project) *Fall 2022*

- Designed a concept map for the Tactical Shooter game Valorant utilizing Unreal Engine 4.
- Deconstructed and recreated movement abilities from Valorant using visual scripting.
- Utilized assets to include level design principles such as leading lines, contrasting materials to guide the player through the level.

Level Designer and Scripter | [REDACTED] PROJECT *Spring 2022*

- Designed a First-Person Shooter game utilizing Unreal Engine 4 in a team of five people.
- Took on the responsibility of prototyping, scripting on four levels of the game which utilize the Introduce Practice Master (IPM) concept.
- Developed an objective system to guide the user through the level using visual cues.
- Programmed basic and advanced player movement using scripting and core UI features.
- Utilized Agile Development, managed the team sprints on Jira, and managed project documentation for user stories and bugs on Confluence.

Skills:

Skill Areas:

- Blueprint Visual Scripting
- Level Design and Grey boxing
- Project management & organization
- Agile workflow development
- Source control and data management

Software and Languages:

- Unreal Engine 4 & 5
- Unity
- Adobe Illustrator, Photoshop
- Confluence, Jira
- Familiar with C#, C++ and Lua

