

Jalaj Shukla

Bangalore, India

Game Designer

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**Work on thrilling projects and gather experience to sharpen my skills.
Protect passion in the video game industry**

Skills

Game Design

- Level Design, Building, AI Encounter Design
- Pacing and Visual Scripting
- Game System Design and Balancing
- Intuitive UI/UX Design
- Design Documentation
- Playtest Conducting

Game Engines

- Unreal Engine 4
- Unity
- Unreal Development Kit
- Cocos 2DX
- Construct 2

Programming

- UE 4 Blueprints & Kismet
- Visual Scripting
- C++, C#

Software

- Adobe Photoshop, After Effects
- Microsoft Office & Visio
- yEd
- Audacity
- Perforce, SVN

Experience

Moonfrog Labs, Bangalore, India (2016 - present)

Game/System Designer

- **Casino Card Game** – Mobile, 2017 (Work in progress)
- **Ludo** – Mobile, 2016
- **Unreleased CCG** - Mobile, 2016

DSK Green Ice Games, Pune, India (2014 - present)

Game/Level Designer

- **Forsaken Mountain** – PC, On going
- **D.G.U. (Death God University)** - PC, Xbox One

Education

DSK Supinfogame

Masters in Game Design and Project Management (Graduated 2014)

AIEM

Bachelor's in Mechanical Engineering (Graduated 2011)

Hobbies

- Fond of Science and technology
- Sports – Swimming (3rd place District level), Badminton (2nd University level)
Football (School team) and Horse Riding
- Love to travel & play games (some favorites - MGS-series, LoL, Horizon Zero Dawn)