

JOE SUJIN

Game Designer

I Design, Make and Play Games. Following the fun with intuition and player feedback is my recipe for great game design.

Work Experience

Game UX Design Intern

GetMega Games (6 months)

I designed flow and features for the games improving usability and enhancing gameplay.

Graphic designer

Xtracut Digital Marketing (6 months)

As a part of the creative team my role involved creating daily posts, illustrations, brochures.

Recognitions

DJ Loopman - **Winner**

Student game of the year

IGDC 2020

Talk at **PCD 2020** titled

“Processing Interactions”

Explorations on creating new player Interactions with large touchscreens and Motion capture.

President - BSAC (2019 - 2020 Student Council) at **NID Bangalore**

Education

M. Des. 2018 - 2021

Digital Game Design

National Institute of Design

B. E. 2011 - 2015

Mechatronics Engineering

Paavai Engineering College

Anna University Chennai



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Skills

Game Design
Narrative Design
Level Design
Prototyping
Gameplay Research
Storyboarding
Game Analysis

Tools

Unity
Blender
p5
Processing
Illustrator
Photoshop
Arduino
HTML, CSS