



Anushka Karmakar

Game Designer

Mail
anushkakarma@gmail.com

Portfolio
www.anushkakarma.design

About me

Passionate and Versatile Game Designer with over 4+ Years of experience overseeing a variety of projects ranging from hypercasual and casual to large-scale titles. Successfully graduated with a Bachelor's Degree in Video Game Design from DSK/Rubika Supinfogame, India. I've led projects from start to finish including Liveops, collaborating with different teams, and meeting tough deadlines. Love diving into gameplay design, specializing in features, puzzle design, and system design. Looking for new adventures in the industry to use my design, development, and leadership skills, aiming for fun and success!

Technical Skills



Unity



Coda



Adobe Photoshop



Figma



G Suite



Jira



Microsoft Office



Adobe Premiere Pro



Plastic SCM & Github



FMOD

Professional Experience

- Hypernova Interactive, Bangalore**
Game Designer
July 2021 - Present

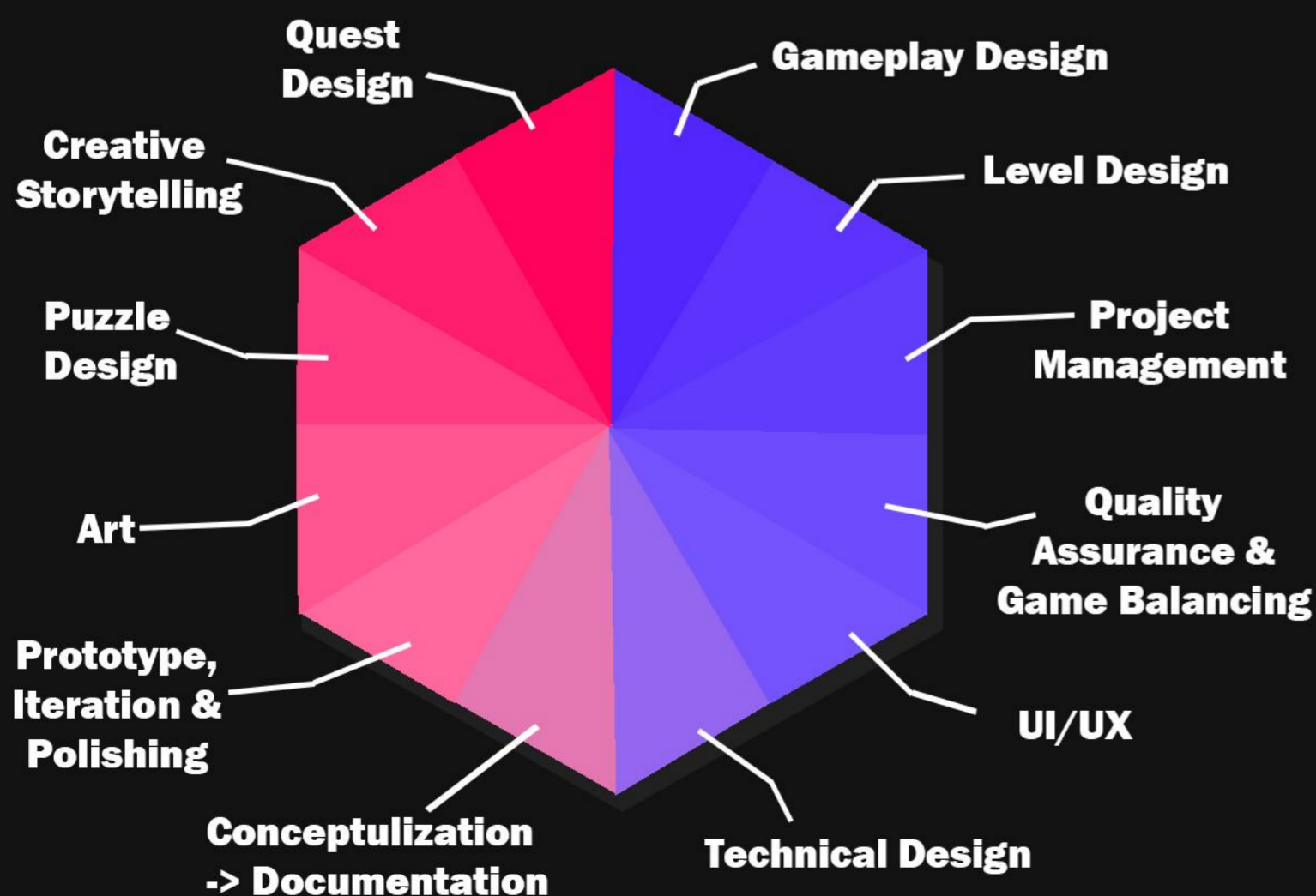
Worked on "Mayanagari", a large scale Open- World mobile game set in India, inspired by the GTA series. Took up roles as Game Designer, Quest Design & Implementation, Feature Designer, Sound Designer
- Hypernova Interactive, Bangalore**
Jr. Game Designer
March 2020 - January 2021

Worked on exciting social features and concepts for the Hike App. Created games like Ludo and various features for the world of Hikeland. Performed roles such as Game Designer, Pod Leader, UI/UX Designer, Client Communication.
- Games2Win Pvt Ltd, Mumbai**
Game Designer
September 2019 - February 2020

Worked as a solo game designer on various projects and feature concepts for Fashion games, performing multiple tasks such as Game Design, Project Management, Monetization, Feature and Economy Design.
- Cympl Studios, Pune**
Game Design Intern
August 2018 - October 2018

Worked on conceptualization as a Game Design Intern and contributed to Ideation, Deconstruction of games, Documentation, Presentation and Community Management.

Domain Skills



Check out my portfolio for more : www.anushkakarma.design

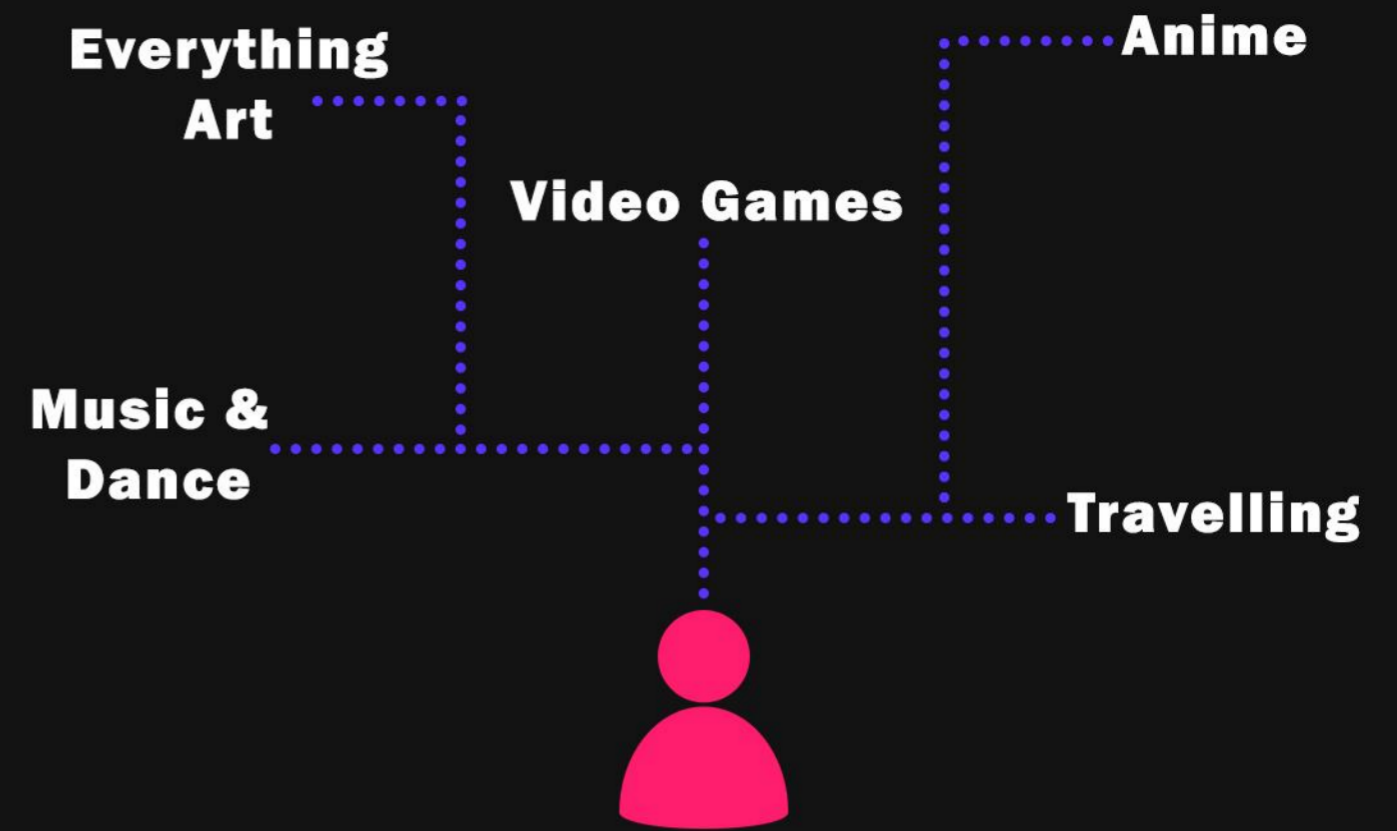
Education

- 2018 - 2020 Year 3**
Video Game Design
Rubika India Pvt Ltd
Pune, Maharashtra, India
Bachelor's in Video Game Design, awarded with 180 ECTS.
- 2016 - 2018 Year 1 and 2**
Video Game Design
DSK International Campus (Rubika Supinfogame)
Pune, Maharashtra, India
Bachelor's Foundation year in Game Design with 120 ECTS.
- 2016**
12th Grade
Commerce Stream
Indira National School
Pune, Maharashtra, India
Completed high school in the stream of commerce.
- 2014**
10th Grade
CBSE Board
Indira National School
Pune, Maharashtra, India
Completed school with ICSE and CBSE board.

Achievements

- **Panelist at India Gaming Show 2023, Delhi.**
Topic : Gaming for her: Innovative Strategies to expand & build engagement with women gamers in India
- **Class Representative for Year 1,2 and 3 at DSK Supinfogame, India**
- **A1 Degree French at Alliance Française**
- **Organized a Video Game Expo at Dsk International for Year 1 and 2 along with batchmates**
- **Medals in Sprint Racing, Swimming & Karate**

Interests



Languages

English	♥	♥	♥	♥	♥
Hindi	♥	♥	♥	♥	♥
Bengali	♥	♥	♥	♥	♥
French	♥	♥	♥	♥	♥

Projects & Roles

- **Hush Hush High - Top Down Stealth**
Gameplay Designer, Systems Designer, Pixel Artist, UI/UX
- **Mayanagari - Open World Mobile**
Gameplay Designer, Quest Designer, Feature Designer, UI/ UX
- **Harano : What Was Lost - Puzzle Adventure**
Level Designer, Level Builder, Puzzle Designer
- **Daeva - Metroidvania**
Project Manager, Game Designer, Level Designer
- **The Last Arrow - Top-down Battle arena**
Game Designer, Level Designer, Pixel Artist
- **Enlightened Darkness - Visual Novel**
Project Manager, Script Writer, Voice Actor

Check out my portfolio for more : www.anushkarma.design