

# Abhishek Ambre **Game Designer**

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## OBJECTIVE

I am a seasoned eSports competitor and experienced developer, passionate about designing novel experiences and having fun doing so.  
Seeking a full-time game design position starting May 2017.

### Design

Systems Design  
Narrative Design  
Combat - Encounter Design  
Level Design - World Building  
Playtesting  
Documentation  
Paper Prototyping  
Rapid Prototyping

### Production

Production Management  
Physical / Digital Scrum  
Scriptwriting  
JIRA - Trello

### Platforms

PC / Console  
Anki Cozmo Robot  
PlayStation VR  
Sony Mobile VR  
Oculus VR  
HTC Vive  
Alexa - Google Home  
Microsoft Kinect  
Eye Tracker

### Relevant Coursework

Game Design  
RPG Writing  
Visual Storytelling  
Building Virtual Worlds  
Improvisational Acting I-III

### Programming

C#  
LUA (WoW)  
Python  
Java  
PL/SQL  
PHP - HTML 5

### Software

Unity 3D  
Unreal Engine 4  
Visual Studio  
Eclipse  
Microsoft Office  
Adobe Suite

### Version Control

Perforce  
Apache Subversion  
GitHub

### Gaming

Overwatch - Cod4 MW - CS  
DOTA2 - DOTA - LoL  
WoW - GW2 - ESO  
AoE - SC II - Warcraft III

### Personal Interests

Novelist (Fantasy)

### EDUCATION

#### Carnegie Mellon University, *Entertainment Technology Center (ETC)*

- Master of Entertainment Technology Pittsburgh, PA - US | Aug 2015 - May 2017

#### University of Pune

- Masters in Computer Applications Pune, MH - India | July 2011 - July 2014

#### Madurai Kamaraj University

- Bachelors in Computer Applications Madurai, TN - India | July 2008 - July 2011

### PROJECTS

#### Project Sweet-Talk - ETC (at EA) **Game Designer, Producer** ETC | Jan 2017 - May 2017

- Exploring the use of voice interface in VR to craft novel experience that affords deeper immersion and character relationship with an AI character

#### Project Cozplay - Anki **Game Designer, Producer** ETC | Sept 2016 - Dec 2016

- Created 18 engaging experiences for Cozmo robot using the SDK to help shape newer versions of the SDK
- Designed unique interactions and developed a dialogue based narrative experience - Dating Cozmo
- Special mention in the Pittsburgh tribune review and Anki's website

#### Project Ikelos - Sony PlayStation **Game Designer** ETC | Jan 2016 - May 2016

- Delivered 15 playable prototypes that test various gameplay mechanics unique to VR
- Experimented with game design elements in VR for rapid prototyping sprints on a team of 6
- Researched on designing for VR to solve for locomotion, room scale and immersion

#### Building Virtual Worlds **Designer, Programmer** ETC | Aug 2015 - Dec 2015

- Created 5 immersive worlds in different interdisciplinary teams of 5 on a 2 week rotation
- Developed on platforms such as Microsoft Kinect, Oculus VR, PS Move, Eyegaze and Makey Makey
- Designed and implemented levels, audio feedback and indirect control for naïve guests

#### World of Warcraft Add-on Pittsburgh, PA - US | Sept 2015 - Dec 2015

- Developed an add-on for WoW using Lua for Shamans focused to help players improve their DPS output

### EXPERIENCE

#### Eximia Management Services Pvt. Ltd.

Pune, MH - India | Mar 2015

##### Senior Software Engineer

(2013-15)

- Led a team of engineers and analysts to provide technology solutions for diverse clientele

##### Software Engineer

(2012-13)

- Provided software solutions, performed security threat assessments and developed Information Security Tool Integration and Report Generators for CRM under the IT-Marketing venture

#### Merchant Navy - 2nd Mate / II Officer Deck

India - New Zealand | Aug 2006 - May 2009

### RELEVANT COURSEWORK

#### Game Design - Stone Librande

ETC-SV | Jan 2016 - May 2016

- Designing a board game while exploring fundamental principles of design

#### RPG Writing - Chris Klug

ETC | Jan 2016 - May 2016

- Wrote a Tabletop-RPG bible for Call of Cthulhu universe on a team of 3 writers
- Created sheets covering beats, characters, mission arcs, scene breakdowns, and scripts for cut scenes

#### Game Design - Jesse Schell

ETC | Jan 2016 - May 2016

- Designed 5 board games working individually or with teams in 2-3 week sprints
- Pitched to a panel of industry experts in a team of 5 supervised by Neil Druckman and Jesse Schell

### COMPETITIVE eSPORTS

(1998 - 2016)

- **Overwatch:** Active member of the CMU-eSports team, competing in Tespa series
- **WoW:** Hardcore Raider (Vanilla - MoP) Feral Tank, Enhancement Shaman. Guild ranking top 25 and multiple personal top 10 WoL rankings as DPS in Cataclysm
- **COD MW:** Winner of multiple tournaments hosted by AMD-ATI
- **DOTA:** Won 3 local tournaments hosted by Reliance and Sify (India)
- **CS 1.6:** Ranked 16th for WCG regionals (India)