Kritika Mishra
GAME DESIGNER

CONTACT

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EDUCATION

August 2022 - Present
Master in Digital Game Design
(AGPA: 8.73/10)
National Institute of Design

July 2016 - July 2020
Bachelor of Fine Arts in Animation
(CGPA: 8.85/10)
Amity University

SKILLS

- Game Mechanics
- Systems Design
- Level Design
- Prototyping and Playtesting
- Narrative and Storytelling
- Character and Environment Design
- UI and UX Design

TOOLS

- Unity Game Development Tool
- C# Programming Language
- Advanced skills:
  Unity, Photoshop, Illustrator, Figma
  InDesign, Twine, Adobe Premiere,
  After Effects and Twine
- Proficient skills:
  Maya, ZBrush, Toon Boom
  Harmony and Adobe Animate
- GitHub for version control and
  collaboration

EXPERIENCE

Game Design Intern   June 2024 - December 2024
Zynga, India
- Level Design and Release - Developed and released over 50 production levels.
- Level Review and Tuning - Consistently reviewed and tuned 75 levels each week.
- Feature Design - Pitched a feature to boost ARPU by 20% within a 1-2 day duration.
- UX, Art, and Animation Handoffs - Documented handoff details for all departments.
- System Design - Initiated system design to establish a development baseline.

Art Associate   October 2020 - August 2022
BYJU'S, Bengaluru, India
- UI and UX for Games - Shaped game templates, splash, result, and transition screens.
- Character Design - Executed 2D character design and made 2+ characters daily.
- Storyboarding - Sketched 3 pages of storyboards everyday for animation.
- Comics - Generated 2 pages of comics for children books on day-to-day basis.
- Elements and Prop Design - Illustrated 3-5 elements Regularly for use in animation.

Intern   May 2019 - July 2019
MINTE, Pune, India
- 2D Animation in Toon Boom Harmony.

Intern   May 2018 - July 2018
Toonz Animation India, Trivandrum, Kerala
- Trained in storyboarding, background and character design for 2D pre-production.

PROJECTS 2023

Rock My Boat
Designed and published a casual mobile game on the Google Play Store
over a 10-week period, undertaking dual roles as Game Designer and Artist.

Kid Stacking
Constructed a game in 2 days for Global Game Jam 2024, executing the
intricacies of Game Design and Game Art.

The Plague
Produced a 3D horror survival game independently.

Forgotten Melodies
Innovated this game for the BYOG Game Jam 2023 in 2 days with a team
of 4, overseeing responsibilities for both Game Design and Art.

Player's Paradox
Created a GMTK 2023 game jam game in 48 hours, handling key roles as
Game Designer and Artist in a 4-person team.

EXTRACURRICULAR

Top 5 Student Games of the Year | IGDC   November 2023
Worked as a designer and artist on Player's Paradox, named one of the 'Top 5
Student Games of the Year' at the India Game Developer Conference.

Campus Recruitment Core Team   March 2022
Facilitated on-campus job opportunities, managed over 50 interviews and
feedback, and ensured swift hiring processes for students' offer letters.

http://kritikalgames.in/
https://www.behance.net/kritikalgames
https://kritikalgames.itch.io/
https://www.linkedin.com/in/kritikalgames/