

Curriculum Vitae

Nitish Misra

nitish_misra@hotmail.com

House No. 364
Sector 29, Noida, Uttar Pradesh
201301
+918375847660



Date of Birth: 12th January 1992

Linkedin URL: uk.linkedin.com/in/nitishmisra

Portfolio: <https://nitishmisraportfolio.weebly.com>

Skype ID: nitish.misra326

Nationality: Indian

Vimeo URL: <https://vimeo.com/user18285447>

Profile

A highly motivated and creative Game Design and Production Management graduate, with university level background in Science and Mathematics and a passion for games, aiming to pursue a career as a game designer.

Professional Experience

June 2015 – February 2016

Architects Studio

Noida, India

Made virtual walkthroughs for buildings and apartments. Key responsibilities included

- Working with builders/architects to make virtual walkthroughs for their projects
- Providing various options for interior design as per requirement

December 2014 – June 2015

Packt Publishing

Birmingham, UK

Authored “Learning Unreal Engine Android Game Development”, which is a step-by-step guide on developing games for Android on Unreal 4.

(<https://www.packtpub.com/game-development/learning-unreal-engine-android-game-development>)

November 2014 – May 2015

Digital Agents

New Delhi, India

Game Designer for Digital Agents. Key responsibilities include:

- Developing game concept
- Maintaining and writing the game design document
- Scheduling

July 2012 – August 2012

Trine Entertainment Limited

Mumbai, India

Interned as Q.A. at Trine Entertainment Limited, for Move Street Cricket 2. Key responsibilities included:

- Working closely with the programming team to test the functionality and quality of the game
- Bug tracking and bug reporting

Educational Qualification

2011 – 2014

**BA (Hons) Game Design and Production
Management**

2:1 Classification

University of Abertay Dundee, Scotland

Key Modules included **Professional Project, Spatial Constructs, Honours Project, Research Methods and Dissertation, and Developing Games Concept**

- **Honours Project and Dissertation** – The honours project and dissertation, titled Player Experience in Educational Games, aimed to create a prototype for an educational game, intended to teach the players about the Three Laws of Motion through its gameplay and mechanics.
- **Professional Project** – Worked as role of producer, in conjunction with Outplay Entertainment to develop Mouse Maze, a tile based puzzle game for android.
- **Spatial Constructs** – A playable level was created around the poem Charge of the Light Brigade, which involved player moving around the battlefield, noticing the chaos and destruction as a result of the assault.
- Other projects include **Lies and Disguise, Fear Box, Space Shooter.**

2010 – 2011	BSc Applied Physical Science Hindu College, University of Delhi Delhi, India	Second Class (68%)
2007 –2009	Senior School (12th Grade) Army Public School Noida, India	First Class (77%)
2006 – 2007	Secondary School (10th Grade) Army Public School Noida, India	First Class (73%)

Personal Skills

- **Communication** – My internship and the projects that I have worked on has enabled me to develop my communication skills and confidence. Furthermore, I can fluently speak and write both English and Hindi.
- **Problem Solving** – I have developed strong analytical and problem solving skills because of my background in university level Physics and Mathematics.
- **Teamwork** – I find it easy to work with new people as I have worked on every project with a different team.
- **Self-Motivation** – I am highly self-motivated and always interested in learning new software and programs. I have been teaching myself Unreal 4, GameMaker and Unity 3D. I am also currently teaching myself German.

Software Skills

- **Unreal Development Kit (UDK)** – Expert
- **Autodesk Mudbox**– Expert
- **Unreal 4** – Intermediate
- **Microsoft Office** – Expert
- **Autodesk Maya** – Expert
- **Adobe Photoshop** – Expert
- **Adobe Flash** – Expert
- **Unity 3D** – Intermediate
- **GameMaker**– Intermediate

Programming/Scripting Skills

- **Kismet** – Expert
- **ActionScript 3.0** – Intermediate
- **GameMaker Language (GML)** – Intermediate

Interests

- **Writing** – I have my own personal blog (<http://flakycushion.wordpress.com>)
- **Video Games**– Have been an avid gamer since I was a child. Preferred genres include First Person Shooters, Real Time Strategy, Platformer, and Multiplayer Online Battle Arena.
- **Football** – Was the vice-captain of school football team. Was also selected for the Delhi Development Association’s (India) football team.
- **Numismatics** – Have been collecting coins for more than 10 years. I have managed to collect coins which are more than a 100 years old.

References

References available on request