



RAUNAK SINHA

GAME DESIGNER

- 📍 Bangalore
- 📞 +91 9973309326
- ✉️ sinharaunak255@gmail.com
- 🌐 <https://raunaksinha.games/>
- 📖 [LinkedIn](#)

SKILLS

Game Design :

GDD Writing, Level Design, Combat Balancing, System Design, Narrative Design, Design & Documentation

Workflow & Soft Skills :

Agile/Scrum, Team Leadership & Management, Game Testing

Software Proficiencies:

- Unity
- Unreal Engine
- Blender
- Autodesk Maya
- Gaea
- Github
- Microsoft Powerpoint
- Microsoft Excel
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Audition
- Adobe Substance Painter
- Canva
- FL Studio

PROFILE

Game Designer and 3D Artist specializing in GDD writing and Level Design. Experience leading small teams to complete 10+ game jam prototypes with a focus on level design and mechanics.

PROJECTS

Astro-Tanks | Lead Game Designer & Level

Designer (10 Aug 2025 – 31 Dec 2025)

- Authored the GDD for a 5v5 sci-fi PvP shooter; designed tank classes and combat mechanics.
- Created level designs and balanced core gameplay mechanics.

Velocity Drive | Lead Game Designer & 3D Artist

(1 April 2026 – Ongoing)

- Designed the GDD and leading a 7-person team to produce a complete asset pipeline (vehicles, tracks, UI) from scratch within Unity.
- Created and implemented 3D Assets for environment along with cars.

BEWARE THE UNKNOWN | Lead Game Designer &

Level Designer (23 April 2026 to April 30 2026)

- Designed the GDD and level for a web-based 3D horror game.
- Modeled and integrated optimized 3D environment assets; designed ambient audio and UI sound effects to enhance player tension.

EDUCATION

- T.M.V.M – Class 12th – PCM (2022–2023)
- ICAT Design and Media – B.Sc. Game Art & Design. (2023 – 2026)