

# Ketul Majmudar **Game Designer**

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## Publications

Sharing Multi-User VR Spaces  
- CHI PLAY 2020

What Lurks in the Dark: An  
Audience Participation Horror  
Game  
-CHI PLAY 2017

## Other Notable Games

My Remote!  
- IGDA board game jam winner

Mindjammer: Deletion  
-RPG Game Bible

Beats Me  
- Multiplayer rhythm game

Lost  
-four player card game

## Design Focus

Level Design  
Combat-Encounter Design  
Narrative Design

## Software Experience

Maya (11 years)  
Unity 3D (8 years)  
Unreal Engine 4 (8 years)  
Photoshop (5 years)  
Illustrator (5 years)  
ZBrush  
Premiere Pro

## Scripting

Unreal Blueprints  
C#

## Platforms

PS4/PS5  
PC  
HTC Vive  
Oculus Touch  
Hololens  
ARKit  
Vuforia

## Version Control

Perforce  
GitHub

## Coursework

Game Design - Jesse Schell  
Game Design - Stone Librande  
Level Design - Emilia Schatz

## WORK EXPERIENCE

**Sony Santa Monica - God of War: Ragnarok Collision Designer** June 2019 - Current  
Sony Interactive Entertainment LLC, Los Angeles, CA  
Yoh Services LLC, Los Angeles, CA  
Feb 2021 - Current  
June 2019 - Jan 2021

- Creating level and environment art collision for God of War Ragnarok title keeping smooth player experience in mind.
- Created several prototype encounter arenas for different enemy types. A few of these arenas are now part of the game.
- **Championed** collision development tools to speed up collision and level design workflows.
- Helped develop level design metrics for different collision setups in the game.
- Working with environment art teams, encounter, combat and systems designers to maintain the intended level design and enforce necessary metrics throughout the game.

**EA - The Slimes Lead Game Designer, Producer** Jan 2019 - May 2019  
Carnegie Mellon University, Redwood City, CA

- Delivered a VR sandbox simulation game prototype to a creative director and lead producer from Maxis Studios that would help them prototype their next project.
- Led a team of four designers and co-produced a team of six developers. Facilitated internal team communication to achieve milestones on time.
- Created a design framework that would help other designers quickly add content to the game.
- Led rapid prototyping, feature creation and design documentation on the project.

**Verizon - VR Home Level Designer, Producer** Aug 2018 - Dec 2018  
Carnegie Mellon University, Pittsburgh, PA

- Delivered a playtesting tool for a Verizon research project while working with a CMU faculty in a team of six designers.
- Created **four levels** to simulate home like experiences in VR using Vive.
- **Playtested** multiuser interactions in a shared VR space with twenty guests every week.
- Co-produced a team of six designers, focusing on internal communication and documentation.

**CMU - Space Pirates Game Designer, Programmer** Jan 2018 - May 2018  
Carnegie Mellon University, Pittsburgh, PA

- Created an AR multiplayer space combat game in a team of five using Unity and ARKit.
- **Prototyped** multiple movement and combat systems based on different AR mobile interactions.
- Scripted a networked multiplayer turn based combat system for the game.
- Set up the initial networking framework in Unity for adding content and systems to the game.

**Param Labs - Multiple titles VR Game Designer, Programmer** Dec 2016 - May 2017

- **Domino VR** - Designed and **shipped** a 3D arcade game for Google's Daydream platform.
- **VR Traffic Rider** - Redesigned and **shipped** an infinite runner for Google's Cardboard platform.
- **Rescue Rangers** - Optimized and **shipped** an FPS game for Google's Cardboard platform.

**Natural Records Studios Freelance 3D Artist** Jan 2016 - Aug 2016

- **Created** modular art assets for a sci-fi first person shooter game.

**Carnegie Mellon University Teaching assistant** June 2018 - Dec 2018  
Carnegie Mellon University, Pittsburgh, PA

- **Building Virtual Worlds** - Mentored 80 students in creating multiple virtual experiences in two week cycles over the course of the semester.
- **National High School Gaming Academy** - Mentored a group of 65 high school students in a team of ten TAs. Taught game design and 3D art classes spanning over 20 hours of content.

## EDUCATION

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

- Master of Entertainment Technology Pittsburgh, US | Aug 2017 - May 2019

**Nirma University, Institute of Technology**

- Bachelor of Technology India | Aug 2013 - July 2017