



SAI PRAPANCH ADLOOR

GAME SYSTEMS DESIGN | COMBAT DESIGN

Portfolio | LinkedIn Profile | saiprapanch@gmail.com

Software & Skills

UNREAL ENGINE 5 | UNITY | AUTODESK MAYA | ZBRUSH | BLENDER | C++ | C# | XML

MS EXCEL | MS WORD | PHOTOSHOP | CONFLUENCE | JIRA | MIRO

CREATIVE | HIGHLY ANALYTICAL | GOOD COMMUNICATION | LEADERSHIP EXPERIENCE | TEAM PLAYER

Experience

Dreamlit Entertainment | Senior Game Designer/ Lead Systems Designer | May 2021 - Current | Unreal Engine 5

(Towers of Aghasba | PC | PS5) [Released in Early Access in Nov 2024]

- Core Game Designer on an Open-World Multiplayer RPG with Crafting Elements.
- Contributed to core design decisions and creating pipelines from early production to release.
- Handled ownership of several aspects of the game, including the Open-World Systems, AI, Quests, UI, player progression, etc. from conceptualization to final implementation.
- Implemented systems using Blueprints and several Unreal Engine 5 features.
- Communicated with other designers, programmers, artists, animators, and marketing using extensive design docs, Miro boards, prototypes, etc.
- Made pivotal decisions based on player feedback after the Early-Access launch.

Half Brain Games | Systems Designer | March 2020- August 2020 | Unreal Engine 4

(The House Where They Dwell | PC)

- Worked on a 4-player couch co-op Horror Game.
- Created an Item & Inventory System. Designed and developed local multiplayer gameplay elements.
- Documented game design and systems to communicate with teammates.

Independent Game | Lead Game Designer | Jan 2020- March 2020 | Unreal Engine

(Crystal Chaos | PC)

- A 3D, first-person, puzzle-platformer with adventure elements developed in 10 weeks.
- Lead a team of 5 students and made creative decisions from Pre-Production to Publication.
- Designed and developed all game mechanics and gameplay systems. Published on itch.io for PC.

BYJUs Think and Learn Pvt Ltd | Game/Systems Designer | Jan 2018- December 2018 |

Unity (Disney-BYJUs Early Learn | iOS)

- Core game designer in the development of the game with Disney.
 - Designed and prototyped various tools and Game Mechanics while coordinated with different teams across art, programming, and design.
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Education

Savannah College of Art and Design (SCAD)

Game Design

January 2019- March 2021, Savannah, GA

MFA- Interactive Design and Game Development

Easwari Engineering College

Computer Science

August 2014- April 2018, Chennai, India

BE- Computer Science Engineering