

**GAME DESIGNER SPECIALIZING IN TECHNICAL AND SYSTEMS  
DESIGN.**

Vid Basrurkar

Skills

**PHONE**

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**EMAIL**

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**PORTFOLIO**

[https://  
www.vidsgameportfolio.com/](https://www.vidsgameportfolio.com/)

- Adept in Visual Scripting, C#
- Working knowledge in C++ and Python
- Familiar with Perforce and P4V Admin as well as git
- 5 years experience in Unreal Engine and Maya
- Proficient in Houdini and Substance
- Capable in Word, Excel, Powerpoint, Photoshop

Work Experience

**APPLIED INTUITION - TECHNICAL ARTIST (OCT 2020 - PRESENT)**

- Implemented visualization of articulated ego vehicles for off-road and AMR domains
- Worked on real time deformable terrain solutions for off-road sensor simulation
- Handled key vehicle and pedestrian import and validation workflows

**BLUE DENDRITES - TECHNICAL DESIGNER (JAN 2020- OCT 2020 )**

- Designed and scripted "VR True Locomotion" tool for UE4 Marketplace.
- Implemented system in UE4 as well as demo environment to showcase tool.
- <https://www.unrealengine.com/marketplace/en-US/product/vr-true-locomotion>

**CONIDI GRECH TENNIS (MARCH 2012- MAY 2015)**

- USTA certified tennis coach for ages 4-12 taught large and small group classes, organized and refereed summer tournaments for ages 8 and up.

Education

**SAE EXPRESSION COLLEGE, ( SEPT 2017- DEC 2019)**

- Bachelor's of Applied Science in Game Development.
- Helped manage and set up Perforce depots alongside department chair.
- Made Deans List, maintained 4.0 gpa every term.
- Helped organize and lead student run game jams