

GAME DESIGNER SPECIALIZING IN TECHNICAL AND SYSTEMS DESIGN.

Vid Basrurkar

PHONE

510-936-3450

EMAIL

vidyut.basrurkar@gmail.com

PORTFOLIO

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

Skills

- Proficient in C++ , Visual Scripting, C#
- 3 years experience in Unreal Engine 4, Unity, and Maya
- Understands Perforce, P4V Admin, SourceTree
- Capable in Word, Excel, Powerpoint, Photoshop

Education

SAE EXPRESSION COLLEGE, (SEPT 2017- DEC 2019)

- Bachelor's of Applied Science in Game Development.
- Currently on the Deans List, maintaining a 4.0 gpa.
- Helped manage and set up Perforce depots alongside department chair.

UNIVERSITY OF MASSACHUSETTS AMHERST (SEPT 2015- MAY 2017)

- Studied Bachelor's of Science in Finance with a minor in computer science.

Student Projects

- *Final Game Capstone "Worm Rules" (UE4)*- Scripted and integrated locomotion, main player systems, and enemy AI systems.
- *GAM401 "Snow Globe Showdown" (UE4)*- Scripted and integrated animations, multiplayer, characters. Custom made all VFX and worked on technical design.
- *GAM301 "Threads" (UE4)*- Designed and implemented landscape streaming, custom VFX, scripted player and enemy deaths, as well as material and technical design.
- *GAM201 "Death Trap" (UE4)*- Designed and integrated level streaming, main character functionality.
- *GAM200 "Power of Six" (Unity)*- Designed and implemented player shoot, camera movement, enemy behavior and spawn system, and custom VFX.

Work Experience

PRAGMATIX SERVICES LLC (INTERNSHIP 2016)

- Wrote white papers on Banking Data Accelerators and gaining insights into how data and analytics is leveraged by the Banking Industry.

CONIDI GRECH TENNIS (MARCH 2012- MAY 2015)

- USTA certified tennis coach for ages 4-12 taught large and small group classes.
- Helped organize and referee summer tournaments for ages 8 and up.