

AYAN SINHA

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SUMMARY

- As a design student, I have gained experience in designing game art and concepts and preparing game-ready 3D models. Working on group projects has helped me understand the process of building a game from concept to execution.

RELEVANT SKILLS

- 3D Modelling
- Texturing
- GDD Preparation
- Game Conceptualization

ACADEMIC PROJECTS

- Game Conceptualization
Developed a complete game concept addressing environmental calamities and social issues, including gameplay mechanics and narrative direction.
- 2D Platformer Game
Designed a 2D platformer runner game inspired by Kolkata's environment.
- A Study on Impressionist Art
Researched Impressionist artists and their artworks, analysing reasons for growth, artistic preferences, conflicts with academic practices, and the global impact of the art style.

EDUCATION

- Bachelor of Game Art and Design (B.Des)
Ecole Intuit Lab, Kolkata | 2022 – 2026
- Higher Secondary (Class XII)
Ekya School ITPL, Bengaluru | 2020 – 2022