

# ADITYA PAVAN GADI

GAME DESIGNER / LEVEL DESIGNER



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## ABOUT ME

Hi, I'm Aditya Gadi – A Game Designer. I'm a **BCA** graduate specialized in **Game Design & Development**. I work well in teams and can contribute ideas for games and visual elements. I have adequate software skills and a passion to design and build games that are unique, immersive, and fun to play with. My strength lies in creating extremely detailed GDDs, level design, narrative design, and visual design. I also have exposure to the creation process of AR and VR games.

## CONTACT

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Social Media: [http://www.instagram.com/aditya\\_gadi/](http://www.instagram.com/aditya_gadi/)

## PORTFOLIO

Showreel: <https://youtu.be/iJ0C2cF6D-g>

Website: <http://www.rebrand.ly/adityagadi>

Games: <https://adityagadi.itch.io/>

YouTube Channel: <http://www.youtube.com/c/Adityaexe>

## WORK EXPERIENCE

- **12<sup>TH</sup> MARCH 2021 – PRESENT**

- **POLE TO WIN | EA GAMES, GAME DESIGNER (CONTRACT)**

Here, I worked as a Game Designer on world-renowned and original Match 3 Games at EA. I majorly worked on creating multiple levels and special events for the games using EA's Proprietary Tools for Unity and Web Engine. I also worked with the Design and Development Teams on creating a new "Parallel Events" system that is designed to let the player play and manage multiple In-Game Events simultaneously. Additionally, I worked on the conceptualization part of a new feature/event designed to sink in-game currency and provide the players who take part in this new feature/event with a higher reward.

**PTW** BRINGING YOUR STORY TO THE WORLD



- **12<sup>TH</sup> NOVEMBER 2020 – 30<sup>TH</sup> DECEMBER 2020**

- **HOLY COW STUDIO, GAME DESIGNER**

Here, I worked as a Game Designer specifically in the level design process of a Word Puzzle Game. I created multiple levels with words and setting their difficulty factor. The role also involved vocabulary research, multiple play testing and documentation. I also worked on creating levels for a Match-Click game using proprietary Unity Engine Tools.



Holy Cow Studio

- **21<sup>ST</sup> SEPTEMBER 2020 – 30<sup>TH</sup> OCTOBER 2020**

- **GSN GAMES, SLOTS GAME DESIGNER INTERN**

After my initial internship, I worked as a Slots Game Designer at GSN Games. During my tenure, I mainly focused on market research and competitor analysis for designing Slot Machine games and its meta features.



- **6<sup>TH</sup> JANUARY 2020 – 6<sup>TH</sup> JULY 2020**

- **GSN GAMES, GAME DESIGN INTERN**

Here, I worked as a Game Design Intern at GSN Games. During my internship I worked in different areas of game design such as creating GDDs, level design, monetization, narrative design, concept creation and game mechanics under the Meta Games Unit for the social casino game - **GSN Casino**.



## EDUCATION

- 2017 - 2020  
**CMR UNIVERSITY - BENGALURU**  
BCA: SPECIALIZATION IN GAME AND MOBILE SOFTWARE DEVELOPMENT
- 2015 - 2017  
**SINDHI PU COLLEGE - BENGALURU**  
CEBA: 1ST AND 2ND PUC
- 2014 - 2015  
**AKSHARA INTERNATIONAL SCHOOL - ANANTAPUR**  
CBSE: GRADE 10



## SOFTWARE SKILLS



Unity 3D Engine



Unreal Engine



Adobe Photoshop



Autodesk Maya



Wondershare Filmora



Adobe Audition



Microsoft Office



Adobe XD

## PROFESSIONAL SKILLS

- Creativity
- Teamwork
- Leadership
- Communication

## HOBBIES AND INTERESTS



Gaming



Movies & TV Shows



Music



Photography



Travelling



Art & Crafts



Swimming



Manga & Comics

# PERSONAL PROJECTS

- **PRAKRUTHI – THE GODDESS OF NATURE**

**GAME DESIGN + ART, DOWNLOAD:** <https://renderquake.itch.io/prakruthi>

This game was originally made for **GAME JAM PLUS INDIA 2020**, a 48-hour game jam, the themes **Local superhero** and **Protectors of Nature** were used in the game. **Prakruthi** follows the story of a boy named **Rudhra** goes in search of **Goddess Prakruthi, the divine protector of nature**, who has the power to save his village. However, to restore her powers, Rudhra needs to travel to “**another dimension**” and retrieve all 5 red gems. The game is basically an action puzzle game set in a grid like environment with moveable, collectable and destructible objects.

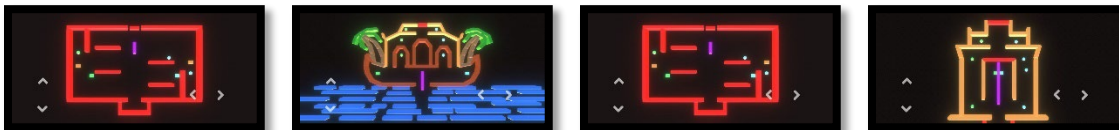


- **REPAIR**

**GAME DESIGN, DOWNLOAD:** <https://renderquake.itch.io/re-pair>



This game was originally made for **GLOBAL GAME JAM PLUS INDIA 2020**, a 48-hour game jam. The theme for GGJ 2020 was “**Repair**”, which we (3-man squad) interpreted it as “**Re-Pair**”. You play as a yellow cuboid is forced to be split up AKA “**De-Paired**” into two cubes that mirror each other. The goal of the game is to “**Re-Pair**” the two cubes again by solving puzzles in 15 different levels and collecting items to win.



- **HOTS – HEART OF THE SAND**

**GAME DESIGN + ART, DOWNLOAD:** <https://renderquake.itch.io/hots>

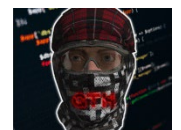
This is a 3D 3rd Person RPG game set in a semi-open world where almost everything is made of sand and the characters are really small in size. It follows the story of **Alessander** who awakens to find himself on an isolated island as part of a village of **Sand Elementals** (Creatures made of sand). The island has been peaceful for a while, but little does **Alessander** know that is soon to change with an oil spill off the coast of the island giving rise to **Oil Elementals**. Their peaceful way of life is soon to change as these **Oil Elementals** start terrorizing their island and destroying life of its citizens. It is up-to **Alessander** to put an end to their menacing ways by carefully planning battle strategies or just hack and slash all the way.



- **GTH – GOT TO HACK**

**GAME DESIGN + ART, DOWNLOAD:** <https://renderquake.itch.io/gth>

This is a 3D level based, top-down, stealth action game for android that follows the story of **Xander Lestrage** AKA **H0AX**, who works for a cyber-security company called “**ALIVESEC**”, they help companies all around the world by hacking in and finding out the security weaknesses and report them.



- **GOALIE VR**

**GAME DESIGN + ART, DOWNLOAD:** <https://adityagadi.itch.io/goalie-vr>

This is an immersive Virtual Reality sports-action game, designed for HTC VIVE, enabling the player to step into the shoes of a football/soccer goalkeeper. The game offers an actual physical workout, as preventing balls from scoring can become a challenging task, especially for the players with a competitive spirit - block all goals before time runs out.



- **FLAMING TYRES**

**GAME DESIGN + ART, DOWNLOAD:** <https://adityagadi.itch.io/flaming-tyres>

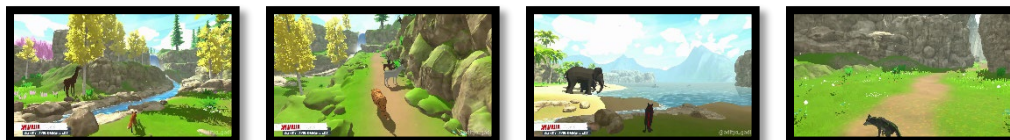
This game is a reimagination of the **Hot Wheels** toy cars and tracks set in a 3D game world set inside a house. The Game starts in the bedroom of a child and spreads to the entire house. You play as a toy race car(s) with which you can drive around, perform some amazing and dynamic stunts to Unlock more cars and tracks.



- **ANIMALIA**

**GAME DESIGN + ART, DOWNLOAD:** <https://renderquake.itch.io/animalia>

This game was originally a game design and art concept presented at **UNITE INDIA 2019** organized by Unity Technologies. Animalia is a 3D, Low Poly 3<sup>rd</sup> person, **casual adventure** game that follows the story of a wolf that has an ability to **transform** into other animals. It then learns that mankind (humans) is taking over the forest causing the other animals to forcefully leave their habitat or get captured or get killed. The wolf then decides to use its new abilities to protect the forest and its animals from and their machines.



- **PATIENT ZERO + SUPER ZOMBIE BROS.**

**GAME DESIGN + ART, DOWNLOAD:** <https://adityagadi.itch.io/patient-zero>  
<https://adityagadi.itch.io/super-zombie-bros2>

Patient Zero is probably a first-of-its-kind Zombie Shooter game, where you play as the Zombie and need to escape and infect the population – A reverse Zombie Shooter. Super Zombie Bros adds a Co-Op Local multiplayer element to the same concept of a reverse Zombie Shooter where you team up with a partner and play as two zombies who need to escape and infect people along the way. But if you move too far away from each other, then you could die and there is no going back.



**GAME DESIGN SHOWREEL: [HTTPS://YOUTU.BE/IJOC2CF6D-G](https://youtu.be/IJOC2CF6D-G)**