

Lajeeth Thangavel

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Summary

Enthusiastic game designer eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Clear understanding of developing and producing games. Motivated to learn, grow, and excel in both the video game industry and in experience design. Has made multiple games published on the internet and on the App Store, found at <https://lajeeth-thangavel.itch.io/>

Skills

Creating in Unity and Unreal, Level Design, Game Design, Systems Design, Some experience in C++ and Maya, Teamwork and Leadership

Education

Game Design

University of Texas at Austin · Austin, Texas

05/2023

3.5 GPA, have created multiple games on small to mid size teams, member of the Electronic Game Developer Society

Games

Cosmic Call:

- Collaborated with a group of 15 students to make a multiplayer FPS game.
- Lead the design team as well as working on most of the level design.
- Designed multiple different maps that each had a unique player experience.

Jetpack Goblin:

- Mobile game created with a group of 5 students.
- Worked on level, obstacle, and systems design, as well as some coding.
- Successfully published to the app store where users can play the game.

Dungeons in Space:

- Procedurally generated dungeon crawler made by myself.
- Implemented procedural generation systems and designed/coded all other systems required for the game.

System.error:

- 3D over the shoulder action game created with a group of 5 students.
- Designed the levels and obstacles as well as coding enemy AI behavior.