

Contact

- yatharthpadharia312@gmail.com
- +1(818)-747-5865
- <https://yatharthpadharia31.wixsite.com/yatharthdesign>
- Burbank, CA. (91505)
- He/Him

Values

- Adaptable
- Respectful
- Empathic
- Creative
- Security
- Curious

Major Skill

- Leading and Managing
- Setting Vision
- Clear And Vibrant Communication
- Agile
- Scripting in Coding Language (Python, HLSL,C#, C++, Vex)
- Expert in Blueprint Scripting Language(UE)
- 3D Art (Maya, Houdini, Blender,3DS Max)
- Storyteller
- Source Control (Github, Perforce)
- Trello, Confluence,JIRA
- Documentation. (GDD, Art Design Document, Pitch Presentation)
- Quality Assurance

Education

- New York Film Academy (Burbank CA)

BFA in Game Design
(Aug 2022 – Present)

Yatharth “Bunny” Padharia

Level and Systems Designer

Passionate game designer with a strong foundation in level design and systems development. Experienced in using Unreal and Unity Engine to create engaging gameplay experiences. Skilled in storytelling, mechanics, and user experience, with a keen eye for detail. Committed to bringing imaginative worlds to life and enhancing player engagement through innovative design solutions. Ready to contribute creativity and technical expertise to dynamic game development teams

Experience

•Retro Resurgence (August 2024 – Still In Production)

Game Director – Designer

- Designed Levels and Narratives
- Designed and Programmed AI and Weapons.
- Collaborating with other talents (such as Animation, Actors,Producers, Composer and Songwriters) to craft an immersive experience.
- Crafted custom tools and workflow for the team to work efficiently.

•IT Burrows (June 2024 – Still In Production)

Director, Designer and Artist

- Designed Levels and Narratives
- Held Playtest for feedback
- Prototyped level and coded traps and systems for the game.

•Karcerr (April 2024 – June 2024)

Solo Developer, Designer

- Designed the mechanics and systems for the racing game
- Learned and utilized Unity C# to code the entire game (Including systems, AI)
- Created and Utilized custom procedural tools from Houdini to be used in Unity engine

•The Assassin in the Line March 2024

Solo Developer, Designer

- Designed and modelled the Levels.
- Created Environmental Puzzles and Blueprint for the entire map.

•Dual Descent July 2024

Solo Developer / Systems Designer

- Designed the systems and Puzzles for the entire level
- Designed and programmed AI and Boss battle in the project using blueprint scripting.
- Created Set Piece in Houdini using Rigid Body Simulation.

•RAGE INC April 2023

Technical and Rigid Body Simulation Artist

- Created the system to easily fracture 3d Meshes that has been processed.
- Created Custom Level Sequencer to transition the map.
- Created Shader for destruction and the VFX.

•Ascending Virtue August 2022

Art Director and Artist

- Created the entire visual script for the game
- Help artists model and texture 3d models
- Created Sprites and Concept Arts in Photoshop
- Created Textures for multiple Biomes.