

# Yatharth Padharia

## Game Designer

### Core Skills

#### Design

- Level Design
- Systems Design
- Gameplay Balancing
- Narrative Design
- Prototyping
- AI Design

#### Technical

- Unreal Engine (Blueprints, Behavior Trees)
- Unity (C#)
- Maya
- Blender
- Photoshop
- Houdini
- Python
- Source Control (Git, Perforce)
- Confluence
- Jira

#### Collaboration

- Documentation (GDDs, Design Specs)
- Iteration
- Feedback Loops
- Trello
- Cross-disciplinary Communication

#### QA

- Refining Levels based on feedback.
- Optimizations

### Values

- Adaptable
- Empathetic
- Creative
- Respectful
- Curious

### Education

- New York Film Academy  
BFA in Game Design (UnderGrad)  
Aug 2022 - Dec 2025

### Languages Spoken

- English (Fluent)
- Hindi (Native)
- Gujarati (Native)

I'm a game designer, focused on building immersive gameplay systems and tightly balanced player experiences. My work centers around level and systems design bringing mechanics, storytelling, and player behavior together through iteration and collaboration. Experienced in Unreal and Unity, I prototype, test, and refine ideas that blend technical depth with emotional engagement.

### Experience

#### Retro Resurgence (Aug 2024 – Present)

##### Gameplay and Level Designer

- Designed and scripted levels, weapons, and AI systems.
- Conducted playtest for critical feedback.
- Last playtest Reaction:

80 percent positive reaction

#### IT Burrows (Resuming Production in Jan 2026)

##### Gameplay Designer

- Designed narrative-driven levels and player challenges.
- Prototyped systems and traps in Unreal to test gameplay flow.
- Conducted iterative playtest to resolve gameplay issues and get player feedback.
- Last prototype playtest Reaction:

90 percent positive reaction

#### Known Strangers (Oct 2025 – Present)

##### Gameplay Designer / Writer

- Designed branching narrative structures and dialogue systems for a murder mystery visual novel.
- Wrote character arcs, motives, and interactive dialogue sequences supporting player-driven storytelling.

#### Karcer (Apr 2024 – Jun 2024)

##### Gameplay Designer and Developer

- Built the complete racing system and AI in Unity using C#.
- Designed core gameplay systems
- Conducted multiple playtest sessions to improve upon the systems implemented in the game and to acquire critical QA feedback.
- Last playtest Reaction:

70 percent positive reaction

#### Dual Descent (Jul 2024)

##### Gameplay and Level Designer

- Created puzzles and boss encounters focused on timing and precision.
- Designed and scripted enemy AI behavior using Blueprints.
- Conducted Playtest with friends to acquire critical feedback.
- Last playtest Reaction:

85 percent positive reaction

#### The Assassin in the Line (Mar 2024)

##### Level Designer / Solo Developer

- Designed environmental puzzles and stealth-based encounters.
- Blocked out full-scale level layouts for player pathing and tension control.
- Last playtest Reaction:

60 percent positive reaction