Daksh Patel

patel.daksh1@northeastern.edu | +1(925)989-0201
Dublin, California | LinkedIn | Portfolio

Objective

Seeking an Internship in the Game Industry to apply skills and knowledge in a collaborative environment, with a focus on Game Design and Development, Project Management, Quality Assurance, and Research and Development.

Education

Master of Science in Game Science and Design
Northeastern University, Oakland | GPA 3.8 | Expected May 2025

Bachelor of Engineering in Computer Engineering
Kadi Sarva Vishwavidyalaya, India | GPA 3.6 | September 2022

Projects

Flame Fighter VR (February 2024 – April 2024)

- Implemented teleportation areas along with different movement features like continuous movements & snap turns using the joystick with enable/disable features for accessibility, combined spatial audio with realistically scaled objects to create a fully immersive VR experience.
- Developed different interactor features with the option to toggle between rays and direct interaction, socket interactors with specific layers for grabbable objects, and trigger-based activation events.

Project Tomorrow (October 2023 - November 2023)

- Created a 3D competitive racing/action game for Windows and Mac using Unity/C# catered for 4th & 5th graders at Mills College Children's School (MCCS).
- Developed the prototype by conducting a workshop to research players' interests and utilize the "Think Aloud" protocol to include testing and enhancements based off of players' feedback.
- Utilized MDA (Mechanics, Dynamics, Aesthetics) analysis to refine gameplay elements and ensure a balanced and enjoyable player experience.
- Conducted playtest sessions to gather feedback and iteratively improved game mechanics, controls, and overall user experience.

A Walk in the Park (November 2023 – December 2023)

- Conducted a gamified quantitative study on how virtual environments and real-world experiences intersect, leading to moral decision-making by players in gaming specific to young NPCs presence in video games.
- Utilized the StudyCrafter platform for experimental design and data collection with a variety of participants.
- Developed hypotheses and conducted statistical analysis using descriptive statistics and Welch's t-tests.

Mo 墨 (Pre-Production)

- A single-player puzzle-adventure RPG that follows the journey of a young boy wielding a magical brush imbued with elemental powers. The game features a traditional Chinese art style, and original game audio produced in collaboration with the San Francisco Conservatory of Music.
- As the Project Manager, I manage the online Kanban board on Trello and the Dependencies graph along with Velocity Tracker and the Burndown Chart, maintain the Team Log and game documents and ensure that the expected milestones are met.
- As the Level Designer, I design and conceptualize the implementation of puzzles using the elemental abilities of the character to blend in with the narrative and the mechanics of the game.

Relevant Coursework

- Game Design and Analysis
- Psychology of Play
- Mixed Research Methods for Games
- Developing Extended Realities
- Player Experience
- Spatial and Temporal Design

Technical Proficiencies

Unreal Engine 5/ C++ | Unity/ C# | Blender | GitHub | StudyCrafter | Trello | Miro | Jira | Discord | Microsoft Office Suite