

ARYAN CHAUDHARY

SUMMARY

Game Designer and MEAE graduate student specializing in gameplay systems and player experiences. Hands-on experience designing and scripting gameplay mechanics in Unity, complemented by collaboration skills gained through a QA internship. Proficient in C#, Python, and gameplay balancing, with a strong focus on iterative design.

EXPERIENCE

Freelance QA Intern

Pocket FM | March 2026 - April 2026

- Reviewed AI-generated content for quality, consistency, and adherence to production standards, enhancing overall content integrity
- Facilitated communication between AI and production teams, addressing issues and implementing feedback to enhance collaboration
- Prepared monthly reports tracking content production and quality metrics, supporting improvements in content review workflows

WEBSITES, PORTFOLIOS, PROFILES

- [GitHub](#)
- [Portfolio](#)
- [LinkedIn](#)

RESEARCH INTERESTS

- Game Design
- Player Experience
- Human-Computer Interaction
- Game AI
- Interactive Narrative
- Serious Games
- Systems Design
- Game Psychology

GAME PROJECTS

- Goblinivaders — Game Designer / Technical Designer, MEAE Cohort Team Project | 6-Person Development Team
- Designed and iterated on core gameplay mechanics, player interactions, and game flow while collaborating with a six-person development team.
- Implemented gameplay systems through scripting and designed UI elements and feedback systems to improve usability and player communication.
- Created and integrated sound effects and audio feedback, collaborating with programmers and artists to prototype, playtest, troubleshoot, and refine the game.
- RollARay - 3D fast-paced endless chasing game | Unity | June - July 2026, Role: Game Designer & Developer
- Developed a fast-paced arcade chase game in Unity featuring score-based gameplay, coin collection, and enemy pursuit mechanics.

CONTACT

📞 +1 3852359394

✉️ aryan.chaudhary@utah.edu

📍 Salt Lake City, UT 84108

SKILLS

- Game engines: Unity and Unreal Engine
- Game design fundamentals
- Gameplay balancing
- Programming languages: C#, Python, C++
- Tools: Git, Canva, Blender
- Quality assurance

EDUCATION

Master

Entertainment Arts & Engineering (MEAE)

University of Utah, Salt Lake City, UT
Expected in January 2028

Bachelor

Computer Applications (Data Analytics)

Amity University Online

- Relevant Courseworks: Game Design, Design Thinking, and Data Analytics.

• GPA: 7.5

March 2026

CERTIFICATIONS

Create With Code, Unity 2026-04, Game Development, White Hat Jr 2021-10

ACCOMPLISHMENTS

- Former Esports Player (Valorant), developed strategic, analytical, and teamwork skills. 2020 - 2025
- Published multiple indie projects on Itch.io, showcasing gameplay design and mechanics experimentation.

- Iteratively balanced gameplay by refining difficulty, movement, scoring, and player feedback through continuous playtesting.
 - Designed and implemented the game's UI, including menus, HUD, score display, and game over flow, to create a clear and intuitive player experience.
 - SpaceRay - 2D fast-paced endless survival game | Unity | May - June 2026, Role: Game Designer & Developer
 - Designed and prototyped an engaging 2D endless survival gameplay loop focused on player skill, movement, and replayability.
 - Implemented procedural obstacle generation and dynamic difficulty scaling to maintain challenge throughout gameplay
 - Balanced player controls, pacing, and feedback while integrating UI and scoring systems to enhance the overall player experience.
 - ClickyRay - 3D Reaction-Based Clicker Game | Unity | Apr 2026, Role: Game Designer & Developer
 - Originally prototyped as an aim trainer and later redesigned into a 3D crate-clicking arcade experience.
 - Designed gameplay around clicking crates to earn points while avoiding skulls that penalize player performance.
 - Implemented multiple difficulty modes, with Hard Mode focused on testing and improving player reaction time.
 - Explored player feedback, reaction-based mechanics, and difficulty tuning through iterative playtesting.
- Created gaming and self-improvement content focused on player growth and mindset. 2026

LEADERSHIP EXPERIENCE

- Mentor, Gaming & Esports Community 2023 - 2025
- Mentored aspiring players on maintaining a balance between performance, mental health, and academics.
- Conducted training sessions and hosted online tournaments and scrim for upcoming talent.
- Guided individuals on discipline, focus, and competitive ethics in esports.
- Produced educational and creative content