

# AJITH KRISHNAN MURALIDHARAN

Game Designer/Researcher

Boston, MA, US • +1 857-693-9745 • [ajmurali14@gmail.com](mailto:ajmurali14@gmail.com) •

## Summary

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Innovative and detail-oriented Game Designer and Researcher with a year of experience in the industry working on QA and game analytics. Proficient in level Design, game analytics, game design and experience in 3D Modelling. Adept at utilizing various game development tools and methodologies to create engaging and high-quality games. Passionate about combining creativity with data-driven insights to enhance player experiences.

## Work Experience

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### Associate Game Tester (QA)

November 2021 - August 2022

Indium Software, Bengaluru, India

- **Test Planning:** Created comprehensive test cases and plans for games developed by Lion Studios, ensuring thorough coverage and high-quality testing.
- **Bug Reporting:** Identified and reported game-breaking bugs in "Merge Villa" by 4Enjoy and various other titles, leading to significant quality-of-life updates.
- **Compliance:** Detected GDPR and Ad Adapter issues, contributing to a smoother ad revenue flow.
- **Game Analytics:** Conducted in-depth analytics to track and understand player interests, enhancing game engagement strategies.

## Education

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### Master of Science, Game Science and Design

Northeastern University, Boston, MA, US

May 2024

### Bachelor of Engineering, Computer Science

St Joseph's College of Engineering, Tamil Nadu, India

November 2020

## Skill Set

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**Game Design Skills:** Level Design, Character Art, 3D Modelling, Narrative Design, World Building via Game Architecture.

**Game Research Skills:** Game Analytics, Player Experience and Engagement, Data Driven Market Research, Quality Testing.

**Technical Skills:** Unity, Blender, Visual Studio, Procreate, Tableau, Microsoft Excel, GitHub, Postgres SQL, Java, Python, C, C++, R.

**Soft Skills:** Leadership, Motivated Team Player, Communication and Interpersonal Skills, Design Thinking, Goal-oriented, Problem Solving, Quality Management, Adaptive,

## Certification

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- R for Data Science: Analysis and Visualization (LinkedIn)
- Machine Learning (Infoziant Systems Pvt. Ltd)
- Machine Learning Workshop (Pantech Technologies)
- Business English Certification (University of Cambridge)
- Internship at HP in Python
- In-Plant training at HP in Python

## Projects

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- **Gambit's Gauntlet:** Developed a 3D puzzle platformer game and authored a research paper on power dependency in cooperative games. Utilized Unity for game development and conducted player experience research.
- **Global Agenda: Headlines of Influence:** Created a text-based 2D game with a dynamic map reflecting relationship scores based on player-published news. Focused on interactive storytelling and user engagement.
- **Snatched:** Developed a 2.5D platformer game with moving obstacles, emphasizing smooth gameplay mechanics and level design.
- **Crime Solver:** Designed and modeled a first-person 3D crime/puzzle-solving game that employs environment storytelling through spatial and temporal design.
- **Location Inference for Non-Geo Tagged Tweets:** Built a machine learning system using SVM to predict a tweet's geo origins, enhancing social media data analysis capabilities.