

# Naveen Kumar Nunnaguppala

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## PROFESSIONAL SUMMARY

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Innovative and passionate Game Designer with a Master's degree in Game Design and hands-on experience in startup environments. Adept at conceptualizing and developing engaging gameplay mechanics, designing intuitive user experiences, and creating immersive worlds. Strong collaborator with a keen eye for detail and a commitment to delivering high-quality gaming experiences. Eager to bring creative visions to life and contribute to the success of dynamic game development teams.

## WORK EXPERIENCE

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### Metaverse Previs Studio

Hyderabad, India

3D Previsualisation Artist

Mar 2021 - Feb 2022

- Created detailed 3D models and animations to visualize game environments and characters.
- Utilized industry-standard software (Blender, 3Ds Max, Maya) to build and refine 3D assets.
- Developed previsualization sequences to assist in the planning and execution of game levels and cinematics.
- Participated in regular team meetings to provide feedback and suggest improvements for game aesthetics and functionality.
- Assisted in troubleshooting and resolving technical issues related to 3D asset integration and performance.
- Contributed to the optimization of 3D models and environments to enhance performance on target platforms.

### Twistedd

Visakhapatnam, India

Graphic Designer & WordPress Developer

Oct 2019 - Dec 2021

- Designed visually appealing graphics, including logos, banners, social media content, and website elements, to support marketing campaigns and brand identity.
- Developed and maintained WordPress websites, ensuring responsive design, user-friendly navigation, and seamless functionality.
- Collaborated with clients and marketing teams to understand project requirements and deliver customized design solutions.
- Implemented SEO best practices in web design to improve search engine rankings and drive organic traffic.
- Assisted in the creation of marketing collateral, such as brochures, flyers, and email templates, to support various promotional activities.

## PROJECT EXPERIENCE

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### Invasion (3D Shooting game prototype)

Edinburgh, Scotland

Master's Capstone Project

Apr 2023 - Aug 2023

- Utilized Unreal Engine 5 to develop the game, leveraging its advanced graphics capabilities and real-time rendering to create realistic environments and characters.
- Conceptualized and designed a 3D shooting game centered around an alien invasion theme.
- Implemented core gameplay mechanics, including shooting, enemy AI behavior, and level progression, to ensure engaging and challenging player experiences.
- Conducted playtesting sessions to gather user feedback, analyzing data to refine game mechanics, improve user interface, and resolve technical issues.

### Dash (Car Racing Game Prototype)

Edinburgh, Scotland

University Team Project

Jan 2023 - Mar 2023

- Implemented realistic car physics and handling to provide an engaging and authentic racing experience.
- Developed a checkpoint system to guide players through the race tracks and track progress, ensuring smooth and intuitive gameplay.
- Integrated sound effects and music to enhance the racing atmosphere and player engagement.

- Conducted playtesting sessions to gather user feedback, refining gameplay mechanics, improving performance, and enhancing the user interface based on insights.

### **Outbreak (3D Adventure Puzzle Game Prototype)**

**Edinburgh, Scotland**

*University Team Project*

*Sep 2022 - Dec 2022*

- Implemented core gameplay mechanics, including player movement, puzzle interactions, and inventory management.
- Integrated dynamic lighting and environmental effects to enhance the game's immersive atmosphere and visual appeal.
- Conceptualized intricate puzzles and challenges that require players to utilize problem-solving skills and critical thinking to progress through the game.

### **EDUCATION**

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#### **Heriot-Watt University**

**Edinburgh, Scotland**

*Master of Design in Games Design and Development*

*Graduation Date: Dec 2023*

#### **Lovely Professional University**

**Punjab, India**

*Bachelor of Technology in Computer Science and Engineering (Hons)*

*Graduation Date: Jul 2020*

### **SKILLS**

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**Programming Languages:** Python, C++, PHP, SQL

**Softwares:** 3Ds Max, Blender, Unreal Engine, Unity, Marvelous Designer, Substance Painter

**Areas of Expertise:** Level Designing, Game Mechanics, Game UI, Data Science

**Language:** English, Hindi, Telugu

**Soft Skills:** Team Collaboration, Problem-solving, Research