

SHAURYA KHOKHAR

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<https://www.artstation.com/shauryakhokhar>

Profile

As someone passionate about creating game worlds, I find it to be a fascinating blend of artistry and technical precision. The process challenges my eye for visual aesthetics and deepens my understanding of how each element enhances player experience. What I find particularly compelling is how world-building requires my attention to both macro and micro details, from sweeping landscapes to the smallest environmental storytelling elements.

EDUCATION

Master of Arts in Interactive Design and Game Development 2024 – Present
Savannah College of Art and Design

Bachelor of Technology in Computer Science Specialization in Graphics and Gaming 2019-2023
University of Petroleum and Energy Studies

Skills

- Software: Unreal Engine, Maya, Substance Painter, Substance Designer, Adobe XD.
- Technical Skills: Level Building, Lighting & Rendering, Materials & Shaders, Sequencer, Hard Surface Modelling, UV Unwrapping, Retopology, Baking Maps, Node-Based Material.
- Professional Skills: Attention to Detail, Project Management, Teamwork.

Work Experience

Student Support System Specialist, SCAD 06/2025 -11/2025, Savannah

- Troubleshoot software and hardware issues across multiple workstations.
- Assisted faculty members in resolving system and application-related problems efficiently.
- Reorganized and reinstalled computer systems to ensure optimal performance and reliability.

Unreal Developer, IDZ Private Limited 05/2024 - 07/2024, Remote

- Contributed to the development of 'Kaal Yodhha', a video game title published on the Steam.
- Created mood boards and layouts for game's visual direction.
- Used Kit bashing to design game levels, focusing on the opening and cave environments.
- Applied level blockout workflows to establish scale, player navigation, and sightlines.

Graphic Designer, Vervenest Technologies 01/2024 - 05/2024, Gurgaon, India

- Led and managed a team of 8 professionals working on projects for the National Skill Development Corporation (NSDC), an initiative of the Government of India.
- Developed courses teaching citizens how to access government benefits.
- Created motion graphics content to improve course engagement.

UI/UX Designer Intern, Ernst & Young 07/2022 - 09/2022, Pune, India

- Designed UIs following brand guidelines, colour theory, and typography standards.
- Created consistent, accessible designs across all platforms.
- Gained expertise in tax regulations for compliant interface design.