Subramanian 'Vishal' Venkatachalam

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EDUCATION

Savannah College of Arts and Design   **Savannah, GA**
Masters in Interactive Media and Game Development   *Nov 2022*
Coursework: Game Production, Agile Framework, Level Design, UI Design, Rapid Prototyping,

ACCOMPLISHMENT

- **Rookies 2023 Draft Selection** - Shattered Legacy
- **80.lv** - Getting Started With Level Design for Video Games

SKILLS

Softwares - Unreal Engine, Unity, Perforce, GitHub, Blender, Adobe Creative Suite, Atlassian Jira, Confluence.

Technical - Level Design, Game Design, Rapid Prototyping, Blueprints, Sequencer, UI Design

Professional - Project Management, Agile Methodologies, Collaboration, Teamwork, Communication and Presentation.

EXPERIENCE

Career Advisor | Savannah College of Art and Design   *Feb 2023 - Present*
- Advised 500+ SCAD undergraduates in Game Development, AR/VR, and Animation disciplines.
- Collaborated with SCAD leadership and faculty to develop impactful programming, including workshops, employer visits, and assignment critiques.
- Planned and produced professional development workshops and coaching events with 100+ student attendance.
- Utilized data analysis to assess student and alumni growth, informing improvements in coaching and advising programs.

Shattered Legacy | Producer and Level Designer   *Nov 2022 - Present*
- Co-led production management, overseeing scheduling, milestones, and the overall development process.
- Designed and implemented 25+ captivating puzzles and engaging levels for an immersive player experience.
- Successfully coordinated a 15 member team, fostering collaboration and efficiency.
- Streamlined Steam publishing for compliance, optimized content, and store approval.

Teaching Assistant | Savannah College of Art and Design   *March - May 2022*
- Assisting professor in instructing introductory game design course. Delivering impactful supplementary lectures focused on level design and Unreal game development topics.
- Contributing to student project evaluations, delivering constructive feedback and support to students in understanding and implementing game design principles.

Jolly Rogers Pirate Rumble | Game Designer | Sun Technologies Inc.   *Nov 2019*
- Defined rules and contributed to prototyping player abilities and game modes. Assisted programmers improve player abilities, power-ups, and gaming mechanics.
- Assisted in creating milestone and sprint plans with producers on Jira and Confluence, ensuring effective task tracking and progress monitoring.

Captain Kosmo | Game Designer | Sun Technologies Inc.   *June 2018*
- Led design of core mechanics, controls, and cameras, ensuring alignment with the Art Director's vision.
- Adjusted Game System and Level Design for an immersive player experience, collaborating with the development team.
- Managed communication with the team and QA, organizing surveys and playtest sessions to improve the game.

PROJECT EXPERIENCE

Delta Tech Ops + SCADpro | Project Management | Game Design   *March 2021- May 2021*
- Assisted in researching and designing concepts for a mobile game to support Delta TechOps training.
- Led gamification for Delta TechOps team's pitch, creating game content for design and copywriting.

SCAD Pro + Deloitte Digital | Project Management | Tech Lead   *Jan 2021- March 2021*
- Led a 6-person team to develop a future-proof plan for the Virtual Production Studio that met their requirements.
- Collaborated on an Unreal Engine walkthrough prototype and assisted with project plan and schedule management using Google Sheets and JIRA.