

VIVID SHETTYGAR



Project Manager | Game Designer | Unity Developer

CONTACT

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- Geneva, Switzerland
- Linkedin Profile
- Website

SKILLS

- Intermediate C# in Unity
- Netcode for GameObjects
- Agile Project Management
- UX Design in Adobe XD
- Notion, Excel and Figma
- FL Studio
- GitHub and Unity VCS
- Articy Draft X
- Filmmaking & 3D Storyboarding
- TableTop Simulator Modding

EDUCATION

Whistling Woods International | 2022 - 2026
BDes in Game Design
GPA: TBD

Amber Valley Residential School | 2016-2021
Grade 12 - Humanities
Grade: 92%

LANGUAGES

- English - Fluent
- Hindi - Fluent
- Kannada - Basic
- French - A2 Proficiency



PROFILE

A multi-faceted project manager, game designer and developer incorporating various disciplines such as theatre, film and music in his work. Has worked on games that have been showcased at SPIEL, IGDC and GamingCon. A Campus Ambassador for Ubisoft India and recipient of the GDC 2026 sponsorship from GDNI.



WORK EXPERIENCE

Department of Lore July 2025 - June 2026

Project Manager, Game Designer and Developer

- Developed and wrote the entire code base from scratch for a turn-based tactical game with TCG elements in Unity 6 incorporating Unity's Netcode for GameObjects.
- Led a team of 3D artists and facilitated communication between the board game team, graphic design team and the digital development team.
- Created the Gantt Chart and practised a scrum based agile framework for production consisting of weekly sprints.
- Managed logistics and showcased the game at SPIEL in Essen, Germany collating Player Feedback and booth set up.



ACADEMIC PROJECTS

Market Mania July 2024 - October 2024

Project Manager, Game Designer and Developer

- Led a team of artists, developers and designers on a co-op multiplayer game that was showcased at IGDC 2024 and GamingCon 2024.
- Conducted daily scrums, practiced agile project management and maintained the kanban board.
- Created the Player Controller as well as wrote the entire netcode architecture following a Client Authoritative Model.



ACHIEVEMENTS

- Unity Certified Associate Game Developer - 2026
- Recipient of the GDNI Sponsorship for GDC, San Francisco - 2026
- Runner Up at FICCI BAF for 'Best Student Game' - 2025
- Official Selection at Animela 2024 for my short film 'Clash of Cards' - 2024
- Recipient of the Bhimsain Scholarship - 2024
- Ubisoft Campus Ambassador for Whistling Woods Intl. - 2023