ROHIT YENUGULA

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SUMMARY

Game Designer with hands-on experience designing gameplay systems, progression, level flow, and player feedback loops across PC and mobile titles. Strong focus on clarity, balance, and player learning, with implementation experience in Unity and Unreal Engine (Blueprints).

SKILLS

- **Game Design:** Systems Design, Gameplay Mechanics, Level Design, Progression & Difficulty Tuning.
- **Engines & Tools:** Unreal Engine (Blueprints), Unity, Maya, Blender.
- **Design Practice:** GDDs, Feature Specs, Prototyping, Playtesting, Iteration.
- **Player Experience:** UI/HUD Design, Feedback Systems, Risk–Reward Loops.
- **Production:** Cross-discipline collaboration, QA testing, bug triage

EXPERIENCE

NEW YORK FILM ACADEMY
Los Angeles, United States

Game Designer   08/2023 to 12/2024

The Last Stop *(Unreal Engine | First-Person Puzzle Horror)*
- Designed **environmental and gameplay systems** to support psychological horror (visibility control, pacing, player tension).
- Implemented **modular level elements and dynamic world behavior** using Unreal Blueprints.
- Built **navigation and visual cue systems** to maintain player clarity in low-visibility environments.
- Designed **immersive HUD/UI** readable in dark scenes without breaking tone.
- Collaborated on **narrative integration, encounter pacing, and level progression** across multiple play segments.

Muncher *(Unity | Mobile Endless Runner / Puzzle)*
- Designed **core movement and obstacle systems** blending reflex gameplay with spatial decision-making.
- Structured **difficulty curves and onboarding** to support touch controls and short play sessions.
- Built **score, risk–reward, and replayability systems** to encourage mastery.
- Designed **mobile-first UI and feedback loops** for fast readability.
- Implemented **cosmetic customization systems** to support long-term engagement.

Time Bomber *(Unity | Arcade / Action)*
- Designed **core timing-based gameplay systems** emphasizing pressure and spatial awareness.
- Authored **level layouts** that teach mechanics through play rather than tutorials.
- Implemented **progression and scoring systems** rewarding skill expression.
- Integrated **audio-visual feedback** to clearly communicate success, failure, and game state.

FREELANCER
Hyderabad, India

Freelance Animator and Motion Graphics Designer   08/2022 to 06/2023
- Delivered motion graphics and animations under tight deadlines using Adobe tools.
- Collaborated with clients to translate creative goals into production-ready assets.

ARIVIHAN TECHNOLOGIES
Hyderabad, India

2D Animator   03/2022 to 06/2022
- Collaborated with cross-disciplinary teams to produce interactive animation and real-time assets under production deadlines
- Followed structured pipelines, version control, and feedback loops to iterate on content quality and technical constraints

BILDUNGSWEG EDUTECH

Hyderabad, India

2D Character Animator   12/2021 to 03/2022

- Created character animations that aligned with educational objectives, enhancing learning materials
- Worked with the content team to ensure animations met audience needs and educational goals
- Consistently delivered high-quality animations under tight production schedules
- Developed and implemented compositing techniques to enhance visual storytelling in educational content
- Utilized Adobe Animate and other animation software to create polished 2D animations that improved viewer engagement

BILDUNGSWEG EDUTECH

Hyderabad, India

2D Animator & Compositor   04/2021 to 09/2021

- Developed and implemented compositing techniques to enhance visual storytelling in educational content.
- Collaborated with other animators, illustrators, and instructional designers to deliver cohesive, engaging video lessons.
- We utilized Adobe Animate and other animation software to create polished 2D animations that improved viewer engagement.
- Assisted in pre and post-production tasks, including asset organization and quality assurance.

PROFILES AND PORTFOLIO

- https://rohityenugula.wixsite.com/games
- https://vimeo.com/user243499537
- www.linkedin.com/in/rohit-yenugula
- https://www.behance.net/rohityenugula

EDUCATION AND TRAINING

MFA: GAME DESIGN   12/2024
New York Film Academy, Los Angeles, United States

BFA: ANIMATION   06/2022
Jawaharlal Nehru Architecture and Fine Arts University, Hyderabad, India