

# Karan Sahu

## Designer

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## EXPERIENCE

### Technical Designer - *Avalanche Studios*

July 2019 – Present

- Create modular multiplayer scripts for quick and iterative prototyping
- Help improve scripting tools for an efficient pipeline with other Technical Designers and Programmers
- Develop sandbox multiplayer gameplay prototypes with a Level Designer to establish new gameplay loops

### Lead Destruction Designer - *Just Cause 4 - Los Demonios DLC / Avalanche Studios*

December 2018 – June 2019

- Directed the vision for all destruction objects from concept to the final product
- Developed unique destruction and gameplay objects by using several existing tech in conjunction
- Set up and maintained mission scripting for the intro physics gameplay sequence and outro final boss
- Collaborated with multiple departments to find, optimize and improve performance heavy content

### Gameplay Designer - *Just Cause 4 / Avalanche Studios*

August 2016 – November 2018

- Pioneered a new visual scripting system for physics and destruction which resulted in more stable content
- Collaborated with designers and artists to concept, prototype and bring various interaction objects to polish
- Balanced several destruction and interaction objects against game physics, retooler and all damage systems
- Set up modular prefabs and scripting standards for non-linear gameplay to be used in multiple departments
- Worked closely with programmers to create and improve multiple physics and gameplay tools
- Onboarding, managing and guiding two designers to help raise the quality bar across the studio

### Game Designer / 3D Modeler - *Puppet Quest / Flatter Than Earth*

March 2014 - July 2014

- Created new game mechanics and improved upon existing ones to increase player engagement
- Iterated upon puzzle designs and game sequences in Photoshop and created mock-ups in Unity
- Scripted game mechanics for quick prototypes inside Unity

### Level Designer - *Lead The Way and Drive Me Bananas / Press Start Studios*

Feb 2013 - Dec 2013

- Outlined the levels in Photoshop; blocked-in and lit them in Unity 3D
- Developed core gameplay mechanics, traps & enemies with the game designer
- Designed stimulating puzzles while keeping in mind the various gameplay mechanics and power-ups

## SKILLS

- **Art:** Maya, Photoshop
- **Game Engine:** UDK, Unity, Unreal Engine 4, Avalanche Open World Engine (APEX)
- **Scripting:** C#, Unreal Blueprints
- **Source Control:** Perforce, Git, BitBucket, Sourcetree, SVN

## ADDITIONAL PROJECTS

- |                            |               |                         |                         |
|----------------------------|---------------|-------------------------|-------------------------|
| • Game Designer/Programmer | Flush It      | - Train Jam 2016        | March 2016              |
| • Game/Level Designer      | Scare Tactics | - Capstone Project      | October 2015 – May 2016 |
| • Game Designer/Programmer | X-spark       | - Collaborative Project | Nov 2014 – Dec 2014     |
| • Game Designer/Programmer | Anaglyph      | - Global Game Jam       | January 2014            |

## EDUCATION

Rochester Institute of Technology, Rochester, NY  
Academy of Art University, San Francisco, CA

- MS in Game Design and Development  
- BFA in Game Design

May 2016  
December 2013

## AWARDS

- Scare Tactics awarded 2<sup>nd</sup> place at Rensselaer Polytechnic Institute (RPI) GameFest 2016
- Puppet Quest – [IGF 2016 Entrant](#) and [Whispering Indie Cup 2015 Finalist](#)
- Anaglyph nominated for Best Game Design at the Global Game Jam 2014 held at NYU Game Center