PULKIT PARASHAR

Producer

Currently pursuing masters in Austria, with a focus on Live Ops. Quick learner and a self-motivated team player. With the experience of over 5 years gaming industry. I am always looking oppottunities to grow exponentially.

EXPERIENCES

JUNE GAMING, PUNE, INDIA

GAME DEVELOPER (REMOTELY)

April 2019- Current

Worked on Unity3D engine to develop games using C#.

FRAMESTORE INDIA, JV ANIBRAIN, PUNE, INDIA

ASSOCIATE PRODUCER

August 2016- March 2019

Understanding requirements, working with teams to plan deliverables and deadlines to ship on time

TECHNICAL

- Unity3D
- Unreal
- JIRA
- MS-Office
- Photoshop

LANGUAGES

- Hindi
- English
- German

GAMES DEV

UNITY

SILLY ROYALE
THE LAST RACOON
SUPERPARTY
SUPERTANKS
HAAN YA NA

UNREAL

DISTRESSED
BE THE FLASH

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EDUCATION

UNIVERSITY OF KLAGENFURT CARINTHIA, AUSTRIA

MASTERS GAME STUDIES AND ENGINEERING

OCTOBER 2020

MAHARAJA SURAJMAL INSTITUTE OF TECHNOLOGY, I. P. UNIVERSITY

BACHELORS OF TECHNOLOGY, INFORMATION TECHNOLOGY

JULY 2016

SKILLS

- Problem Solving
- User Empathy
- Strategic Thinking
- Communication
- Delegation

NOTABLE

CONDUCTED SEMINAR FOR FRAMESTORE ANIBRAIN AT INDIRA COLLEGE, PUNE.

ALL TIME BEST GAME RATING ON GAMEJOLT.

COMPLETED THEATER IN EDUCATION AT NATIONAL SCHOOL OF DRAMA, INDIA.