KARTHIK GOPARAJU

INTERACTIVE DESIGNER

📞 (989) 493-2950

✉ kargoparaju@gmail.com

🌐 www.karthikgoparaju.com

Software and Skills

- Adobe Creative Suite
- Figma
- Wireframing
- UX/UI Design
- Graphic Design
- HTML, CSS
- VR/AR Development
- Design Documentation
- Rapid Prototypes
- Jira, Perforce
- Usability Testing

Education

M.S. in INTERACTIVE ENTERTAINMENT

Level Design

Florida Interactive Entertainment Academy (FIEA : UCF)

Aug 2021 - Dec 2022

B.S. Cs. in MULTIMEDIA & GAME DEVELOPMENT

University of Wollongong (UOW Singapore Campus)

Jan 2014 - Jun 2017

Designer - RapidGames
Jun 24 - present

- Actively working on a mobile game – contributing to UI design, overhead layouts, and gameplay interactions.
- Developing detailed project plans, creative concepts, and interactive prototypes to refine player experience.
- Creating prototypes for mechanics and features, ensuring they meet design goals and to support playtesting sessions.

UX/UI Designer - Software Concepts
Dec 23 - Jun 24

- Developed interactive content for several projects at Software Concepts. Collaborated with product managers to collect and assess user requirements.
- Designed interactive features in Figma, that led to a 60% increase in user engagement metrics for a mobile app.
- Illustrated design concepts with storyboards, wireframe tools, process flows using Adobe Illustrator.

Interactive Game Designer - RapidGames
Feb 23 - Nov 23

- Collaborated with game designers, artists, and programmers to ensure cohesive visual and functional design across all game elements, for a 2D Platformer game made in Unreal Engine.
- Collaborated with clients to refine design concepts and iterate on feedback. Conducted usability testing and incorporated feedback to improve player experience.

Interactive Designer - Universal Studios
Sept 22 - Dec 22

(Advanced Technology Interactives Creative team) - Intern

- Developed interactive experiences and prototypes in game engines for projects such as '**Pokemon**', and **'The Wizarding World of Harry Potter'** at Universal Studios.

- Supported the senior designers with concept development, preparation of technical and design documentations.
- Designed wireframes and visual compositions using Balsamiq, for several projects to illustrate design concepts.
- Organized playtesting of rides that support fun gameplay experiences.

RNG Forge - Game Level Designer   Nov 21 - Aug 22

K3LVN - 3D Action Platformer | 19-member dev team

- Took full ownership of the 'Foundry' level by writing level design documentation, creating level blockouts, designing platformer challenges and set dressing with props.
- Designed several levels with actions blocks. This process was iterative, with a series of levels being built to test various mechanics that supported the gameplay vision.
- Developed Unreal blueprints for gameplay events and enemy encounters in a foundry setting.
- Worked closely with environment artists and lead designers to ensure that the design goals were achieved.
- Improved the game flow through public playtesting, bug fixing and feedback from the leads.

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