


SUNHIK PRAMANIK

GAME DESIGNER


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SUMMARY

As a Game Designer with expertise in software development and game design, I have proficiency in C, C#, and Java with experience in both Unity and Godot engines. My focus revolves around crafting engaging gameplay mechanics, immersive narratives, and lively environments while collaborating effectively with teams to realize innovative concepts. My objective is to elevate interactive entertainment by merging technical proficiency with creative vision.

WORK EXPERIENCE

Red Apple Technology

August, 2025

GAME CONCEPT DESIGN

- Worked closely with teams of developers and 3D artists to generate innovative concepts and contributed to the creation of over 10+ games, guiding them from initial concept through to publication.
- Led ideation and design of engaging features regarding user acquisition and player retention.

Zynga

December, 2024 – July, 2025

GAME DESIGN INTERN

- Collaborated with the CSR2 Live Ops team to implement and optimize multiple live operations features within the game.
- Led ideation and design of engaging live events, enhancing player experience and retention.
- Monitored real-time game performance and metrics to make data-driven adjustments to live operations and assisted in troubleshooting and resolving live operations issues to ensure seamless gameplay experience.

Terrabyte

June, 2024 – December, 2024

GAME DESIGN INTERN

- Collaborated with teams of developers and 3D artists to generate innovative concepts, and helped create 3+ games from concept to publication.
- Designed engaging and creative systems and economic frameworks for 3 different projects.
- Analyzed existing games and produced 5+ one-pagers and Game Design Documents (GDDs).
- Learning the in-house game engine and creating a game from scratch in it.

Red Apple Learning

February, 2022 – August, 2022

GAME DEVELOPER TRAINEE

- Understood and learnt about the basics of C# and Unity 3D.
- Started with the basics of 3D game development like object pooling, events, scriptable objects, etc.
- Wrote codes for game mechanics, player controllers, progression system, etc.

EDUCATION

MASTER OF DESIGN

NATIONAL INSTITUTE OF DESIGN

Digital Game Design

2022 – 2024

BACHELOR OF TECHNOLOGY

RCC INSTITUTE OF INFORMATION TECHNOLOGY

Computer Science Engineering

2018 – 2022

KEY SKILLS

- Game Mechanics
- System Design
- Level Design
- Economic Design
- Design Research
- Visual Design

TOOLS

- **Game Engine:** Unity, Godot
- **2D Tools:** Photoshop, Illustrator, Figma
- **Programming Languages:** C, C#, Java

PROJECTS

- Conceptualized and developed a 2D puzzle platformer titled "[Ruins Hunter](#)."
- Developed a 3D isometric platformer, "[Edge Runner 2.0](#)."
- Analyzed the classic "[Dust 2](#)" map from CSGO and produced a new [map design](#).

ACTIVITIES

- Held the positions of Vice President and President of the Rotaract Club at RCC Institute of Information Technology from 2020 to 2022 respectively.