

ANUJ PATWARI

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EXPERIENCE



JUN 2021 – PRESENT
PRODUCTION INTERN | ZYNGA



CSR 2 RACING

- Working as part of the CSR 2 Live Ops Production team.
- Responsible for triaging issues reported on the Live game and getting them resolved ASAP.
- Work with development team through the production life cycle of a new event/series.
- Newly onboarded onto a new pod within CSR 2 and responsible for driving this pod going forward.

EDUCATION

JAN 2019 – JAN 2020

MA IN GAME DEVELOPMENT (DESIGN), KINGSTON UNIVERSITY, LONDON

Completed course with a Distinction.

SEPT 2015 – MAY 2018

FOUNDATION IN MANAGEMENT & GAME DESIGN, RUBIKA SUPINFOGAME, INDIA

Academic Head of Video Game School 2017-18.

Earned 180/180 ECTS Credits over a period of 3 years.

SKILLS

- Intermediate Experience using JIRA, Confluence, Notion & Trello.
- Proficient in documentation tools: MS Office, Google Suite.
- Intermediate Experience in Game Engines: Unity 3D, Unreal Engine, Construct 2.
- Scripting knowledge in C# in Unity 3D.
- Extremely self-organized.
- Team oriented person.
- Great at collaboration & communication.
- Ability to look for optimal solutions.
- Have a proactive attitude with a willingness to learn new things from colleagues.

HONORS

KINGSTON UNIVERSITY – DISTINCTION

A SOUL'S JOURNEY – SHOWCASED AT DEVELOP: BRIGHTON 2019

AGILE FOUNDATION CERTIFICATION – ACHIEVED 3RD HIGHEST GRADE IN EXAM (NOV 2019)

LEADERSHIP




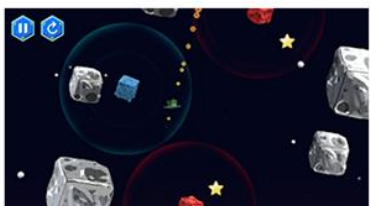
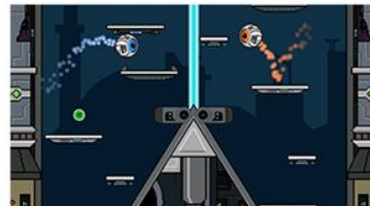

ACADEMIC HEAD | SUPINFOGAME RUBIKA | SEPT 2017 – JUN 2018

Elected Academic Head in 2017 for the **Video Game School**. I represented 89 students where my responsibilities were to adhere to the needs of the students and put them forward to the respective instructors and make sure of a smooth functioning of the student body within the Video Game School.

COURSE REPRESENTATIVE | KINGSTON UNIVERSITY | JAN 2019 – MAY 2019

My responsibilities as the Course Representative of the Video Game Design stream were to make sure that every student is happy with the course and is able to put their suggestions through us to the faculty.

PERSONAL PROJECTS

<h3>THE LAST OF US PART II</h3>  <p>Fan Level Design Project</p> <p>Unreal Engine</p> <p>I wanted to create a level for the game by going through a full dev cycle.</p> <p>I'm also did a Dev Log series on this project covering my dev process and progress. Available on YouTube.</p>	<h3>A SOUL'S JOURNEY</h3>  <p>2D Puzzle Platformer</p> <p>Unity 3D</p> <p>Solo developed - All original work in the game including music and art.</p> <p>PC</p> <p>Kingston University Dissertation Project</p>	<h3>DARK ZERO LIGHT</h3>  <p>3D Puzzle Platformer</p> <p>Epic Mega Jam - 2017</p> <p>Theme: However vast the darkness, we must supply our own light.</p> <p>Programmer</p> <p>Unreal Engine</p>
<h3>SPACE DOC!</h3>  <p>Physics-based Puzzle & AR Game</p> <p>Unity 3D</p> <p>Project Manager & Programmer</p> <p>Android</p> <p>4 Months</p>	<h3>TRAP DROID</h3>  <p>Multiplayer - Arcade</p> <p>University Game Jam - 4 days</p> <p>Theme: I am here, but you are not</p> <p>Programmer</p> <p>Construct 2</p>	<h3>SUPER MARIO BROS WII</h3>  <p>Level Design Project</p> <p>World Theme: Mountains, Caves and Cliffs</p> <p>2 Levels created (Level 1 & Level 4)</p> <p>Reggie Level Editor</p>