MAGITHAR.S

GAME PRODUCT MANAGER

Phone :
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Mail :
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Website :
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SKILLS

Extensive Experience with

JIRA
MAYA
UNITY
FIGJAM
PHOTOSHOP
OFFICE SUITE
CONFLUENCE
SUBSTANCE PAINTER
MARMOSET TOOLBAG

Familiar with

MIRO
FIGMA
BLENDER
ILLUSTRATOR
UNREAL ENGINE
MOTION BUILDER

ABOUT ME

My name is magithar. I'm from chennai and my main focus is to make intriguing gameplays and engaging levels were authentic and high quality designs are my goal. Constantly work to improve my skills and learn new techniques, as I believe challenging myself will keep me in a dynamic development as a designer.

EDUCATION

2015 - 2017   VFX MEDIA & DESIGN
DIPLOMA - GAME DEVELOPMENT

2010 - 2014   SRI RAM ENGINEERING COLLEGE
BACHELOR - ELECTRONICS & COMMUNICATION

WORK EXPERIENCE

2023 - PRESENT   ZETHIC TECHNOLOGIES LLP
GAME PRODUCT MANAGER

Responsible for every aspect of development: game design,art, production, and marketing.

2022 - 2023   ZETHIC TECHNOLOGIES LLP
SENIOR LEVEL DESIGNER

Took lead in project planning and support the project managers.Designed Levels and Integrated assets into unity. Setup UI into Unity and designed VFX for games.

2021 - 2022   EDIIIE
LEVEL DESIGNER

Designed Levels, GDD and LDD, Utilized Unity's URP , HDRP and VFX graph for achieving the visual requirements.

2019 - 2021   NOVAC TECHNOLOGY SOLUTION
GAME DESIGNER

Worked in various VR, Mobile and WebGL projects Created Game Levels,UI setup, Particles, Sound Integration and Game asset management in unity.