


ADVAITH CHEERLA

GAME DESIGNER

CONTACT ME

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 advaith-cheerla

SKILLS SUMMARY

Ideating Game Concepts

Game Mechanics

Documentation Writing

Unity Engine

Communication

Agile Workflow

LANGUAGES

English - C2

German - A2

REFERENCES

Robin Zeitz

Game Designer, Stratosphere Games GmbH
robin.zeitz@stratosphere.com

Prof. Csongor Baranyai

Prof. Game Designer, UE Germany
csongor.baranyai@ue-germany.de

PERSONAL PROFILE

I have been playing video games for as long as I can remember, giving me the ability to deduce the source of fun in a sea of mechanics. In the past year, my skills with Unity have improved considerably, enabling me to prototype small games in a short time. I am looking for an full-time opportunity job in Game Design - preferably Level, Combat or Systems Design.

WORK EXPERIENCE

Game Design Intern

Stratosphere Games | February 2024 - July 2024

- Level design.
- Balancing gameplay difficulty and rewards.
- Ideating and implementing tutorials.

Game Designer

CrazyLabs | June 2021 - March 2022

- Ideating Hyper-Casual Game Concepts.
- Researching and Identifying Market Trends.
- Converting trends into entertaining Mobile Game Concepts.

EDUCATION

University of Europe for Applied Sciences

BA Game Design | March 2022 - Feb 2025

Ecole intuit Lab

Game Design Diploma | Aug 2019 - Dec 2020

VOLUNTEER EXPERIENCE

Devolution - A MAZE.

Berlin | May 2023