

# raghav bashyal

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## education

### B.A. in Interactive Entertainment

**University of Southern California** 2014  
Recognized as IGDA GDC Scholar (2014), W.J. Byron EA Scholar (2012), and Dean's List student

### 4+ years of Computer Science

**Thomas Jefferson High School for Science & Tech.** 2010  
Completed rigorous STEM curriculum at "#1 high school in the country" (US News)

## work experience

### Taught game programming

**Student Teaching Assistant** Intro. to Game Dev., USC (2013 - 2014)  
Role: Tutor for students learning Unity/C# development  
Tasks: Explaining core concepts, fixing bugs

### Organized IndieCade Festival

**Organizer & Graphic Designer** IndieCade (Aug - Nov 2014)  
Role: Community organizer for indie games festival  
Tasks: Graphic design, social media, team coordination

### Created mobile virtual reality system

**Research Assistant** MxR Lab, USC (Jun - Aug 2013)  
Role: Programmer, designer, and producer  
Tasks: Prototyping, networking, GUI, character code

### Planned over 50 events at USC

**President & Advisor** MEGA (2011 - 2014)  
Role: Leader of executive team at game dev club  
Highlight: Ran Los Angeles Global Game Jam 2013

## skills

### game design

Systems, level, & puzzle design  
Visual & written storytelling  
Physical & paper prototyping  
Tweaking and balancing

### game programming

Rapid prototyping  
Gameplay systems design  
Tools programming  
Level scripting

### game production

Team management  
Pitching & exhibiting games  
Scheduling & task tracking  
Asset pipeline setup

## tools

### engines & languages

Unity / C# / JS  
UDK / Kismet  
Flash / AS3  
C++, Java

### platforms

iOS / Android  
VR (Oculus Rift, fov2go)  
Kinect, Leap Motion  
Mac / Windows / Web

### related software

Maya, Photoshop, Premiere  
Illustrator, InDesign, Audition  
Twine, GameMaker  
Git, SVN

# game designer & programmer

## projects

### Produced award-winning iOS game

**Designer, Programmer, Producer** D-Bug (May - Aug 2014)  
Synopsis: Puzzle-platformer with innovative controls  
Role: Led team of 5 in international student competition  
Tasks: Character movement, physics, UI, level design  
Honors: Won Team Choice Award at Dare to be Digital

### Experimented with cuts in games

**Designer & Programmer** No Jump Cuts & a•part•ment (2013 - 14)  
Synopsis: Thesis on techniques for transitioning (or "cutting") from one gameplay sequence to another  
Role: Prototyped first- & third-person gameplay  
Tasks: Level design, gameplay programming, writing

### Designed full-body VR system/game

**Lead Designer** Project Holodeck & Wild Skies (2012- 2013)  
Synopsis: Steampunk action-adventure co-op VR game  
Role: Led design team in 60-person project team  
Tasks: Writing spec sheets, level and narrative design, writing design tools, gameplay balancing

### Created playable music video

**Designer & Programmer** Fidelity (April - May 2013)  
Synopsis: Experimental song-based experience  
Role: Prototyped & produced experimental gameplay  
Tasks: Gameplay programming, visual design, usability  
Honors: Nominated for IndieCade selection at GaymerX

Projects available on portfolio at:

# raghaav.com

