



Anushree Jain

Game Designer

Lives in – Amsterdam, Netherlands
Nationality – Indian
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Portfolio – <https://www.anushreejain.com/>

EXPERIENCES

- Internship
Sept to Jan
2018 -19
(present)
- Digital Society School, Amsterdam**
Design Researcher
Using design thinking to reintegrate ex-convicts into society and working in a multidisciplinary team – in short design sprints to guarantee tangible results
- Global Goals Jam 2018**
Worked in a two-day sprint to achieve [SDGs](#) with a interdisciplinary team, to develop a Game concept towards Amsterdam by making it more resilient to climate change
- Game Design
Feb to Aug
2018
- Paper Boat Apps, Mumbai**
Game Designer & Project Manager
Led a team and did concept development to create 2D Casual and Educational games
Kiddopia Math Whiz : [App store](#), [Google Play](#)
Photo Guess : [App store](#), [Google Play](#)
- Internship
April to Aug
2017
- Reliance Games, Pune**
Game Designer
Conducted user and market research to create several iterations, leading to the final prototype of a 3D Mobile Archery Game
Created character variations & rewards for Little Krishna : [Google Play](#)
- Internship
May & June
2015
- Magic Crate, Bangalore**
Game Designer
Researched and developed various ideations of DIY fun and educational boxes of activities on storytelling for kids
- Internship
Dec to April
2013 -14
- Rubbabu Inc. Gurgaon**
Toy Designer
Designed Educational Rubber Flock Toys for Kids, individually from the concept stage to final product

EDUCATION

- Post graduation
June – Jan
2014 -18
- National Institute of Design, India**
Toy and Game design
- Physical and Digital Games
- A breathing proximity sensor lamp and Obstacle avoiding robot using Arduino
- Exchange Semester
Sept – Jan
2016 - 17
- Zürcher Hochschule der Künste, Switzerland**
Game Design
- 3D Game design and development
- C# Programming
- Published a game on web <https://anushree.itch.io/lone-ranger>
- Bachelors
June – May
2010 - 14
- National Institute of Fashion Technology, India**
Fashion and Lifestyle Accessory Design
- Industrial (Products & Toy design)
- Extensive material knowledge

LANGUAGES

English	<div></div>
Hindi	<div></div>
German	<div></div>

DESIGN SKILLS

Research	<div></div>
Ideation	<div></div>
3D modeling	<div></div>
Concept development	<div></div>
Storyboarding	<div></div>
Game mechanics	<div></div>
Game design document	<div></div>
Project management	<div></div>
Multidisciplinary teamwork	<div></div>

SOFTWARE SKILLS

Adobe Photoshop	<div></div>
Adobe In-Design	<div></div>
Adobe Premier pro	<div></div>
Adobe Animate	<div></div>
Adobe Illustrator	<div></div>
Autodesk Maya	<div></div>
Auto desk 3ds max	<div></div>
Rhinoceros	<div></div>
Unity	<div></div>