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**Career Objective:**

Seeking a position as a Computer Game Designer where I can apply my skills and knowledge in the field towards the growth and development of the company.

**Highlights of Qualifications:**

* Remarkable experience in Production, Development and Design of Computer games
* Excellent knowledge of establishing a field of game design
* Proficient with audio, game logic, AI, cameras, networking and creature animation
* In depth knowledge of Memory and CPU optimization, and cross-browser compatibility
* Skilled at Flex, Flash, CS3 Professional and Action Script applications
* Ability to work in a team using agile methodology

**Job Experience:**

Computer Game Designer, 2005 – 2009:

* Designed latest storytelling games.
* Designed controls, dialogs, puzzles, and mini-games.
* Designed characters, different game levels and puzzles.
* Implemented front end and menu systems, NPC interactions.
* Ensured that the character behaviors are in accordance to story specifications and game play needs.
* Ensured to maintain the game design vision from product development through implementation.

Computer Game Designer, 2009 – 2012:

* Developed technical designs and engineering plans for high quality products.
* Designed and developed games using Action Script and Scale form.
* Performed with APIs, and related modules to support future game development.
* Managed to improvise game mechanics and balance.
* Assisted the lead programmer with the gaming projects.
* Managed architecting and development of common game frameworks.

**Education Details:**

2002-2005: Bachelor of Science (Computers), MAJU University

2002-2004: Diploma in Game Programming, MAJU University

**References:**

Will be furnished on demand.