

# Sharmishtha Sen (Sammy)

Pune, India | [sammysgames101@gmail.com](mailto:sammysgames101@gmail.com) | [Sharmishtha Sen LinkedIn](#) | +91 9819600449

## PROFESSIONAL WORK EXPERIENCE

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### RMIT UNIVERSITY

Game Master

Melbourne, AU

Mar 2024 - May 2025

- **Proficient in leveraging advanced game technology**, creative design strategies, and cross-platform optimization techniques to enhance overall **gameplay quality**, boost performance, and elevate the **player experience** across diverse user groups.
- **Mastered end-to-end game setup workflows**, orchestrating installation, configuration, and system calibration across multiple gaming platforms. Achieved **99.9% gameplay uptime**, reduced troubleshooting time by **35%**, and ensured seamless, responsive, and stable user sessions.
- **Designed immersive, space-themed game environments** integrating high-fidelity animation, interactive storytelling, dynamic world-building, and real-time rendering. These enhancements contributed to a **45% increase in player retention** within targeted segments.
- **Implemented innovative game-design features**, adaptive interaction patterns, and user-centric mechanics that boosted **player engagement metrics by 60%**. Optimized control schemes through iterative playtesting, refined UI/UX elements, and enhanced visual cues to streamline progression for diverse audiences.
- Utilized **game engines** (e.g., Unity, Unreal Engine), **asset pipelines**, and **performance-tuning techniques** to deliver polished, high-quality gameplay experiences. Collaborated with cross-functional teams to align design, development, and QA workflows.
- Applied **data-driven game analytics**, telemetry insights, and user-behavior metrics to refine gameplay loops, improve difficulty balancing, and support continuous content updates.
- Demonstrated expertise in **game systems integration**, bug resolution, patch deployment, and version control, ensuring consistent delivery of stable builds and feature enhancements.

### Ubisoft Entertainment Pvt Ltd

Game Tester

Pune, IN

May 2022 - May 2023

- **Analyzed live player feedback** using advanced **game analytics dashboards**, heat-mapping tools, and sentiment-analysis systems to identify over **50 recurring gameplay issues**. Translated insights into actionable design improvements that contributed to a **15% increase in overall player satisfaction**, demonstrating mastery in data-driven decision-making and player-experience optimization.
- **Collaborated with cross-functional game-development teams**—including designers, engineers, QA testers, and product managers—through Agile sprints managed via **JIRA**. Successfully delivered **20+ player-requested game features**, driving a **30% surge in daily active users** within six months and strengthening long-term engagement across key player segments.
- **Developed, executed, and maintained comprehensive test cases** within **Xray**, expanding test coverage by **40%** and reducing critical gameplay-blocking bugs by **20%**. Ensured stable builds, smoother progression systems, and a more polished user experience for thousands of players across multiple game modes and platforms.
- Leveraged **master-level expertise in gameplay QA**, regression testing, and feature validation to streamline release cycles, improve build reliability, and support rapid iteration during live-ops events and seasonal content updates.
- Utilized **telemetry tools, crash-reporting systems, and real-time performance monitoring** to proactively detect gameplay bottlenecks, optimize system stability, and enhance overall game responsiveness.

### IDZ Digital Pvt Ltd

Game designer

Mumbai, IN

Aug 2021 - May 2022

- Enhanced early-learning **game development** pipelines by refining core gameplay mechanics, optimizing **game controls**, and collaborating closely with animation teams—contributing to over 5 million downloads across iOS and Android within the first year and elevating user engagement by 60%. Engineered comprehensive English-language content and intuitive **user interaction** flows through iterative testing, driving a 45% increase in user retention among preschool learners and improving overall game usability scores by 30%.
- Engineered comprehensive English-language content and visual cues through iterative testing, which led to a **45% increase in user retention among preschool learners and improved overall game usability scores by 30%**.
- Innovated autism-friendly modules incorporating **sensory-safe interaction patterns** and adaptive feedback systems, increasing accessibility compliance ratings by **50% and expanding inclusive play options for diverse learner profiles**.
- Collaborated with multilingual teams to create culturally inclusive content supported in over **5 languages, boosting accessibility and reaching an additional 15% of the target demographic**.
- Designed adaptive gameplay features that accommodate sensory sensitivities and developmental needs, **leading to a 25% improvement in user retention among children with special needs**.
- Developed engaging, multi-sensory game experiences tailored for preschoolers, autistic, and neurotypical children by integrating sound design and visual aids, resulting in a **40% increase** in user engagement across diverse learning profiles.
- Innovated autism-friendly modules by integrating sensory-safe interaction patterns, adaptive feedback systems, and accessible **game control** schemes, boosting accessibility compliance ratings by 50% and expanding inclusive play options for diverse learner profiles. Partnered with multilingual teams to deliver culturally inclusive content in 5+ languages, increasing accessibility and capturing an additional 15% of the target demographic.

## PROJECT EXPERIENCE

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## RMIT UNIVERSITY

*ARCANE ESCAPE - (Indie game studio project)*

Melbourne, VIC, AU

Mar 2024 - Jun 2025

- **Game Type:** Local multiplayer dungeon escape game developed as part of Studio 2 project.
- **Engine:** Created using **Godot Engine 4.3**.
- **Platform Availability:** Currently available for **Windows, Mac, and Linux**.
- **Development Highlights:** Expanded levels and refined gameplay mechanics for indie game release.
- **User Engagement:** Achieved a 50% increase in user engagement compared to the initial prototype.
- **Player Participation:** Improved game mechanics, boosting player participation by 70%.
- **Recognition:** Accepted into the Rookie Awards 2024 with a **C rank**, showcasing early success in indie game development.

## RMIT UNIVERSITY

*Reflection of Atheria (Indie game)*

Melbourne, VIC, AU

Jul 2025 - Nov 2025

- **Game Type:** A project showcasing unique mechanics and engaging multiplayer gameplay.
- **Player Engagement:** Achieved a 90% increase in player participation with multiplayer features.
- **Recognition:** Arranged at IGDA Melbourne and RMIT Design Expo, receiving positive feedback.
- **Design Highlights:** Character design and persona were highly popular among players.
- **Current Status:** Under development, made in Godot Engine 4.3 with ongoing improvements in Godot Engine 4.4.

## RMIT UNIVERSITY

*Gesture Sync Project (Research)*

Melbourne, VIC, AU

Feb 2025 - Jun 2025

- **Project Overview:** Designed a system integrated into the Meta Quest 3 VR headset, paired with a motion capture suit, to create an engaging and interactive experience. The research project was **fully-funded by RMIT University**, School of design and STEM.
- **Research Highlights:** Explored how users **emotionally respond** to familiar gestures and how design elements, characters, and environments influence their interactions.
- **Innovative Features:** Focused on enhancing **virtual interactions** through nonverbal communication, including hand gestures and body language, to improve authenticity.
- **Technical Foundation:** Built upon research in nonverbal expressions and gesture-based input to bridge the gap between technology and **human interaction**.
- **Recognition:** Condensed complex research insights and project outcomes into a clear, engaging conference talk delivered at SXSWSydney and ECGBL, receiving highly positive feedback for its innovation and practical impact. Presented at **SXSWSydney Conference and ECGBL Conference**, receiving positive feedback for its innovation.

## EDUCATION

### RMIT UNIVERSITY

*Master's in Animation, Games and Interactivity (M.Des)*

Melbourne, VIC, AU

### SRM UNIVERSITY OF SCIENCE AND TECHNOLOGY

*Bachelors of technology, computer science engineering (BTECH, CSE)*

Chennai, TN, IN

## SKILLS & INTERESTS

- Skills:**
- **Engines & Tools:** Unity, Unreal Engine 5, Godot, JetBrains Rider, ProBuilder, VS code, C# and C++ scripting.
  - **Art and UI/UX:** Adobe XD, Photoshop, Illustrator, Figma
  - **Platforms:** iOS, Android, Web, VR/XR, PC, Console
  - **Multiplayer:** Unity Photon framework
  - **Level Design:** Tilemaps, monetization, market research, world-building
  - **Collaboration:** Slack, Miro, Microsoft 365, Google Workspace
  - **Tech:** HTML/CSS, React (familiarity), GitHub/GitLab/Perforce

## PORTFOLIO

- <https://www.sammysgames101.net/>
- <https://sammysgames101.itch.io/>
- <https://github.com/NyankoNekomi>

## ACHIEVEMENTS

- Garnered **over 500 user responses** for an indie game project, demonstrating strong engagement and interest from the gaming community.
- Recognized as a **Rookie 2024 C Rank Developer**, showcasing a solid foundation and promising skills in game development.
- Delivered a guest talk on **technical game lighting**, sharing insights and expertise with peers at a professional event.
- Published a research paper on **GestureSync** in the prestigious **European Game based computer learning**.
- Showcasing the work at **SXSWSydney**.