

Sharmishtha Sen (Sammy)

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PROFESSIONAL WORK EXPERIENCE

Ubisoft Entertainment Pvt Ltd

Pune, IN

Game Tester

May 2022 - May 2023

- Analyzed user feedback during live operations, identifying key areas for improvement, leading to a **15% increase in player satisfaction**.
- Collaborated with the development team to implement player-driven game features, **boosting daily active users by 30%**.
- Developed and executed comprehensive test cases, reducing game bugs by **20%** and ensuring a smoother player experience.
- Worked closely with designers and developers to optimize gameplay mechanics, enhancing overall user engagement.

RMIT UNIVERSITY

Melbourne, AU

Urban play facilitator

Mar 2024 - Present

- Expert in game installation and setup, delivering seamless and engaging gameplay experiences for a wide range of audiences.
- Specialized in space-themed game design, developing innovative and immersive gaming environments that captivate players.
- Strategically boosted engagement levels by 60% through creative game design and user-centric initiatives.
- Successfully increased female participation by 80% by designing inclusive and innovative game features, promoting diversity in gaming.
- Skilled in providing exceptional customer support, ensuring high levels of user satisfaction and fostering loyalty. Proficient in utilizing advanced technology and creative strategies to enhance gameplay quality and elevate overall user experience.

IDZ Digital Private Limited

Mumbai, IN

Game Designer

Aug 2021 - May 2022

- Designed and implemented intricate game logic for a mobile application targeting children, leading to a 30% increase in user engagement by making gameplay both educational and entertaining.
- Leveraged tools like Unity, Blender, and 3D Maya to create captivating game environments, which received positive feedback from parents during testing.
- Collaborated with UI/UX designers using Adobe XD and Figma to develop user-friendly interfaces, resulting in a 20% decrease in app navigation issues and enhancing usability for children and parents alike.

PROJECT EXPERIENCE

RMIT UNIVERSITY

Melbourne, VIC, AU

ARCANE ESCAPE - (Indie game studio project)

Mar 2024 - Present

- 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 Growth:** 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

Melbourne, VIC, AU

Reflection of Atheria (Indie game)

Jul 2025 - Present

- Game Type:** A project showcasing unique mechanics and engaging multiplayer gameplay.
- Player Engagement:** Achieved a 90% increase in player participation with multiplayer features.
- Recognition:** Showcased 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

Melbourne, VIC, AU

Gesture Sync Project (Research)

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:** Presented at **SXSW Sydney 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.
 - **Platforms:** VR/XR, Android, iOS, PC, console
 - **Multiplayer:** Unity Photon framework
 - **Art & UI/UX:** Figma, Adobe XD, Photoshop, Illustrator; tilemaps, modular assets, HUD, accessibility
 - **Design & Narrative:** Gameplay loops, monetization, market research, world-building
 - **Collaboration:** Slack, Miro, Microsoft 365, Google Workspace
 - **Version Control:** GitHub, GitLab, Perforce

PORTFOLIO

- <https://www.sammys-porfolio.com/>
- <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 **SXSW Sydney**.