

# Aditya Vashishtha

GAME DESIGNER

## Contact



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## Education

### Honours Bachelor of Game Design

Sep 2002 - May 2026

Sheridan College, Oakville

- GPA- 3.87
- Teamwork exercises, design workflow, testing.
- Ideation, data analysis, and documentation

## Skills

- Game Design
- Educational Content Design
- Team Collaboration
- Asset Integration
- Quality Assurance
- Languages (English, French)

## Tools

- Unity
- Jira, Trello
- Unreal Engine
- Github

## Profile

Passionate and versatile game developer and designer with over three years of experience creating engaging educational and entertainment games. Skilled in gameplay mechanics design, testing, narrative development, and cross-functional team collaboration. Proficient in Unity, and Jira, with a strong ability to translate creative concepts into polished gameplay experiences.

## Experience

### Freelancer

Aarquie Solutions (Fiverr)

Sep 2021 - Present

- Collaborated with cross-functional teams to design and develop games with simple, engaging gameplay mechanics for educational and narrative purposes.
- Developed and delivered design documents using industry-standard tools (Jira, Confluence) to ensure client visions were realized.
- Enhanced gameplay mechanics and UI/UX design by providing actionable feedback and implementing client-driven revisions.

### Junior Organizer (Volunteer)

Toronto Game Jam, Toronto

Sep 2023 - Present

- Coordinated game jam events with over 400+ participants, ensuring smooth collaboration and on-time delivery of projects.
- Planned meetings and contributed to the strategic planning of event operations, ensuring the smooth functioning of activities

## Academic Projects

### Game Designer, Programmer and Tester

Sep 2022 - Present

- Contributed to the design and testing of team projects, ensuring the delivery of polished, high-quality games.
- Focused on implementing gameplay mechanics and player engagement features, refining designs based on playtesting results and telemetry data.

**date:** 29-11-2024

## Cover Letter

Dear Mr. Koohi

I am excited to apply for the Freelance Game Developer position at Sookiverse. With over three years of experience in designing educational games with simplistic yet engaging gameplay and a passion for creating intuitive and fun learning experiences, I am eager to contribute to your mission of delivering interactive content for children aged 5–12.

As a freelance game developer, I have successfully created kid-focused educational games, including:

- Maths World, a math game featuring seven mini-games designed to teach concepts like shape comparisons and arithmetic through vibrant visuals and interactive gameplay.
- Overload, a 2D match-puzzle game that uses gameplay mechanics to convey mental health messaging, creatively addressing parental stress and recovery.

In my academic projects, I collaborated with teams to design and deliver impactful games, such as:

- Poking Game, an exploratory game set in an art exhibit where players discover forbidden ways to interact with artifacts, blending curiosity-driven gameplay and discovery.
- Oily Mole, a narrative puzzle game addressing the corporate impact on the environment, combining satirical storytelling with creative puzzles to educate players on climate change.

Throughout these experiences, I demonstrated skills in asset integration, playtesting, and cross-functional collaboration to ensure high-quality outcomes. My ability to work closely with educators and designers makes me confident in bringing your ideas for language-learning games to life.

I am enthusiastic about the opportunity to collaborate with Sookiverse to create engaging educational games that inspire young learners.

Thank you for considering my application. I look forward to discussing how my skills align with your goals.

Sincerely,



Aditya Vashishtha



**to :**

**Mr. Koohi**

Sookiverse  
24 Mabelle Ave., Toronto, ON



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## Maths World

An **educational math game** designed for children aged 4–7, featuring **seven mini-games** that teach concepts like **shape comparisons, arithmetic, rounding, and sequences**. Each mini-game is carefully designed with **vivid visuals** and **uplifting audio** to maintain engagement while subtly increasing difficulty as players progress. The game's goal is to make learning math **fun and interactive**, appealing to young players while ensuring the content remains educational.

- Portfolio Assets: [Maths World](#)
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## Overload

A **2D match-puzzle game** centered on **parental mental wellness**, exploring the journey of stress and recovery. The game's unique mechanic ties **gameplay progression to emotional states**, with animations and sound effects becoming increasingly chaotic or calm depending on the player's choices. Designed to convey a powerful message through **simple, intuitive gameplay**, it was praised for its subtle yet impactful approach to raising awareness about mental health.

- Portfolio Assets: [Overload](#)
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## Poking

Developed during a **college design week**, this exploratory game places players in an art exhibit where interaction is seemingly forbidden. The game's mechanics encourage curiosity as players discover creative ways to "poke" and interact with artifacts, triggering hidden events. The **lighthearted tone** and **sense of discovery** make it both fun and memorable, while its design showcases how minimalistic gameplay can foster engagement.

- Portfolio Assets: [Poking Game](#)
- 

## The Oily Mole: A Sexxon Mystery

A **narrative-driven puzzle game** inspired by the **UN Sustainable Development Goals**, addressing the corporate impact on the environment. Players take on the role of a private investigator uncovering the malpractices of "Sexxon Mobil." The game combines **satirical storytelling** with creative puzzles, like revealing text with a candle or solving hidden codes. The

story raises awareness of environmental issues while providing **interactive, thought-provoking** gameplay.

- Portfolio Assets: [The Oily Mole: A Sexxon Mystery](#)