NITANT NAMDEO

Technical Artist
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SUMMARY

Technical Artist passionate about developing and designing experiences rich in mechanics and gameplay, with a desire for team building and game production.

CORE SKILLS & COMPETENCIES

Engines & Tools: Unity Game Engine, Unreal Engine, Maya, Visual Scripting
Technical Art: Shader Development, Environment Lighting, Particle Systems, VFX Graph, Game Optimization, XR Development
Programming & Systems: Object-Oriented Programming (OOP), AI Implementation, Modular Architecture, Finite State Machines, GIT, Version control
Methodologies: Project Management, Game Production, Documentation, Rapid Prototyping
Languages: English, Hindi, German

EDUCATION

B.Design in Game Design and Development Artemesia College of Art and Design, Indore | August 2023 - Present

EXPERIENCE & ACTIVITIES

GDAI Student Ambassador | July 2026 - Present

- Assist GDAI in organizing local community events and promoting game development resources to students.

IGDC 2025 - Best Groups Selection

- Received recognition as one of the "Best Groups" for the IGDC 2025 showcase after representing the college with the game Lumin.

Global Game Jam

- Successfully developed and deployed a functional game with a team within a 48-hour period during the first in-person jam.

PROJECTS

Knuckle

- Engineered a frame-perfect fighting engine utilizing a robust Finite State Machine for precise combat logic.
- Developed a custom modular combat architecture for easy move-set expansion.
- Implemented custom outline shaders and a custom render pass to enhance visual aesthetics.

Lumin

- Delivered approximately 80% of all core gameplay programming and logic development for this 2D narrative-based game.
- Developed an interactive chat system and a journal system from scratch.
- Created fully AI-powered NPC behaviors using Google's Gemini API, significantly enhancing player immersion.
- Selected by the college as one of the best games to represent the institution at IGDC 2025.

Rotor Warfare

- Architected a cross-platform multiplayer game for Windows and Android via Unity Netcode to support real-time asymmetric co-op.
- Developed a server-authoritative mission management system alongside AI-driven 3D targeting logic for procedural objectives.
- Integrated technical art solutions, including a physics-based destruction and Thermal vision shader.