



MANGESH Thombare

Junior Game Designer & Level Designer

☎ (+91)992-321-1191

✉ live:mangeshvt12 📧 mthombare@dsksupinfolgame.com

🌐 www.linkedin.com/in/mangeshvt

🌐 www.mangeshthombare.com

OBJECTIVE

A position of responsibility with a growth oriented organization where results are recognized with additional opportunities.

PROJECTS

1. No Light- Final year project (2013-14)

Game Designer/ Level Designer

Worked in a team of 8. Helped building the main gameplay mechanics initially and level design later.

2. Invisibob (2013)

Lead Game Designer

Worked in a team of 6. The Game was made in Construct 2
I Designed the main game concept and mechanics.

3. Microsoft Imagine Cup (2013)

Game Designer/ Level Designer

Worked in a team of 4. Helped building the level design and gameplay mechanics. This project was submitted for Microsoft Imagine Cup'13

EXPERIENCE

GameCloud Technologies pvt. Ltd. | Pune

Game Design & QA intern (May-July'13)

Worked as an Intern as a part of the course. Worked on various projects focusing exclusively on Gameplay functionality.

Alliance For Global Education| Pune

Interpreter (Sept.'10 – March '12)

Worked as an Interpreter for visiting American students of Global Education Program arranged by Alliance for Global Education & Deccan Education Society.

EDUCATION

Video Game Design & Project Management (2012-Present)

DSK SUPINFOGAME| Pune

Diploma in Electronics & Telecommunication (2006-09)

S.V. CHAVAN POLYTECHNIC| Pune

EXTRA-CURRICULAR

>Represented college in football & volleyball(Captain of football team for 1 year)

>Organized NLP workshops for youth for 3 years (2007-09)

>Won 2nd Prize in Pune City Cycling Challenge in March 2011

>Part of a team which won Travian (Persistent MMORTS Game) on Indian servers for 2 consecutive years (2010 & 2011)

DESIGN SKILLS

CONCEPT

- >Game Conceptualization
- >Concept mapping
- >Mind mapping & dynamics

RESEARCH

- >Target audience Demographic
- >Game analysis
- >Competitor analysis

DELIVERABLES

- >Game design documentation
- >Level design documentation
- >Rapid prototyping

DETAILING

- >Level Scripting
- >Level Pacing & Movement Impetus
- >Difficulty Management

TOOLS

- 📄 MS Word (Master)
- 📊 MS EXCEL(Master)
- 🎨 Adobe Illustrator (Intermediate)
- 🎮 Unity (Intermediate)
- ⚙️ Construct 2 (Intermediate)
- ⚙️ Game Maker (Beginner)
- 🐛 Mantis Bug Tracker (Beginner)