ARYAN BENDREY

Game Developer & Designer

Pune, India & Falmouth, UK | +91 9049339899 | bendreyaryan@gmail.com
Portfolio: www.aryanben.com

SUMMARY

Passionate Game Developer with a Master's in AI in Games and nearly 3 years of industry experience. Adept in bridging the gap between Game Design and Programming (Unity/C#). Proven track record in LiveOps management, combat design, and tool automation for mobile titles including *American Dad!* Unique background in entrepreneurial leadership and cross-functional team management.

EXPERIENCE

Reliance Games   Pune, India
Junior Game Designer   *April 2025 – Present*
- Designed and shipped LiveOps events for *American Dad! Apocalypse Soon* in collaboration with Disney.
- Owned LiveOps end-to-end: created concepts, managed multiple documents, managed balancing, and handled in-game implementation.
- Fully automated ability JSON configuration and text generation using custom scripts, significantly improving LiveOps iteration speed.
- Designed and balanced character abilities, stats, damage formulas, and progression systems.

Reliance Games   Pune, India
Game Design Intern   *Jan 2025 – April 2025*
- Managed live operations for mobile titles, designing new weapons, armor sets, and gameplay features.
- Collaborated with a cross-functional team of 100+ members (artists, devs, production, QA) to deliver high-quality updates.

G9 Studios Pvt Ltd   Pune, India
Game Developer   *July 2022 – Sept 2023*
- Designed and programmed Augmented Reality (AR) games and assets.
- Developed C# scripts for mini-games, internal tools, and interactive assets.
- Created comprehensive documentation for game mechanics and effectively presented technical concepts to clients.

MotherSon Organic Farms   Pune, India
Founder / Operations Manager   *June 2021 – July 2022*
- Founded and managed a farming business, overseeing daily operations, leading teams, and coordinating supply chains.

Blue Monocle Software   Remote / Dubai
Intern Game VFX Developer   *Nov 2020 – April 2021*
- Created VFX game assets and particle effects for a side-scroller space shooter.
- Collaborated remotely with international teams, showcasing strong communication and adaptability.

EDUCATION

Master of Science (M.Sc.) in AI in Games   Sept 2023 – Sept 2024
Falmouth University, UK
Certificate in Game Design   Nov 2022 – Feb 2023
CG Spectrum
Bachelor of Science (B.Sc.) in Game Programming   June 2018 – Jan 2022
SAE Institute Dubai
Diploma in Game Design and Programming   April 2017 – April 2018
Anibrain School of Media Design, Pune

SKILLS

- **Game Development:** Unity (Advanced), C#, Unreal Engine.
- **Game Design:** LiveOps Strategy, Combat Design, Level Design, Economy Balancing, Automation.
- **Visual Asset Creation:** VFX (Shaders, Particle Effects), 3D Animation.
- **Soft Skills:** Creative Thinking, Team Collaboration, Problem Solving, Leadership, Adaptability.