

Experiences

FINAL GAMES Ltd • Managing Director • Ongoing • 5 years

- Founded and managed an independent creative
- Developed understanding of production workflows
- Built experience on structuring and project scope

Software Academy • Tutor (Part-Time) • 2023 • 14 months

- Delivered group workshops & one-to-one tutoring sessions
- Taught fundamentals of programming, game design
- Helped students develop logical thinking & creative confidence
- Supported learners with Python and Unreal Engine projects

Education

King Edward's School, Birmingham (2017 - 2023)

GCSEs: English, Maths, Further Maths, Physics, Chemistry, Biology, Geography, Spanish, DT, Art
IB: HL • Maths AI (4), Visual Arts (5), Economics (4)
SL • English A Lit (5), Physics (4), Spanish (4) • (27)

DigiPen Institute Of Technology, Europe-Bilbao (2024 - 2028)

BSc in Computer Science in Real-Time Interactive Simulation

Software Academy

Level 1 Certificate, Level 2 Certificate Level 3 Diploma
in 3D Computer Games Design and Development
(2020 Awarded by NCFE)

CG Spectrum

Introduction to Game Design Course (2021)

Game Design Course (2021)

About Me: I'm someone who genuinely loves creating things, whether that's games, music, visuals, or weird experimental ideas that just feel interesting. I'm fascinated by how mechanics, feedback, and design choices influence how something feels to use or play. My favourite franchises include titles such as The Legend of Zelda, Spiderverse and Valorant

I tend to overthink details, polish obsessively, and question everything from player experience to visual identity. A lot of my work comes from curiosity, iteration, and a constant drive to make things feel *right*, not just functional. I'm deeply curious about how things work, why they feel good (or bad), and how small details shape the overall experience.

I'm especially interested in design-driven development, game feel, and the subtle decisions that turn something from "working" into "immersive", from "good enough" to "amazing". The invisible layer of decisions that players don't consciously notice but immediately experience. However I also understand the importance of delivering finished projects on time. Finding the balance can be challenging, however that is where I work best.

Hobbies

Game Development, Music Production, Badminton, Art, Electric Guitar, Cinematography

Find out more information about me at: www.akaansh.com

Skills | Bold = Confident | Normal = Some Experience

LANGUAGES:

C++, **C#**, **UE Blueprints**, Python, HTML, JS, CSS

GAME ENGINES:

Unreal Engine, **Unity**, Godot

SOFTWARE:

Visual Studio, **VS Code**, CLion, Android Studio, **Blender**, **3DS MAX**, **Adobe CC**, **MS Office**, **Google Services**, Houdini, **FL Studio**,



Projects | Personal & Student

Wild Runs • 2D Action Platformer • 2021

- Scoped, developed a 2D platformer within a one-month self-imposed timeline
- Delivered a complete playable project through the full development cycle
- Strengthened project discipline, scope management, and iteration skills
- Released the game on Steam, learning the end-to-end publishing process

Project Sensei • 3D Online Multiplayer Shooter • 2022

- Prototyped an online PvP game exploring networked gameplay systems
- Worked with networking fundamentals, replication and client-server behaviour
- Experimented with multiplayer mechanics, player interactions, and game flow
- Gained deeper understanding of technical design challenges in online games

Music by FinalOne • Music Production & Release • Ongoing

- Produced and released original music on DSPs under the alias FinalOne
- Developed skills in audio production, arrangement, and creative iteration
- Built practical experience in composition, layering, and production workflows
- Expanded multidisciplinary perspective across interactive media and sound

Sota • 2D Shooter Platformer • Sophomore DigiPen group GAM Project

- Worked within a 12-person multidisciplinary team (programmers & artists)
- A game focused on momentum-driven, physics-dependant shooting
- Contributed to gameplay programming and mechanic implementation
- Designed and refined levels emphasizing movement and combat interactions
- Supported development of systems within the team's custom engine