

Aman Kapoor

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[Personal Website](#) | [itch.io](#) | [LinkedIn](#)

EDUCATION

Master of Fine Arts, New York University, Brooklyn, NY Sep 2023 – May 2025

Major: Game Design, Tisch School of the Arts

Bachelor of Technology, Sushant University, New Delhi, India Sep 2014 – June 2018

Major: Computer Science

Accolades: Top 10 University Project Finalist, President of Cultural Society (Vh1 Arena, Google Hackathons)

WORK EXPERIENCE

NYU Game Center Teaching Assistant, NYU Tisch, Brooklyn, NY Jan 2024 – Present

- Assistant for Principles of Game Feel course to help students better understand the concept of game feel and juice in video games.
- Advising on game feel, through playtests, suggestions and assisting with implementing interactions in Unity and GameMaker.
- Assisting professors with class logistics, organizing course materials, grading assignments and attendance tracking.

Founder, DeepMind Interactive, New Delhi, India Dec 2022 – Aug 2023

- Established an independent hyper casual game development studio to build free, simple, engaging games for iOS and Android platforms.
- Deployed over 20 projects across Apple App Store and Google Play Store over a span of 8 months.
- Managed a team of 4 members covering production areas including 2D/3D art, programming & design.
- Organized production plan and weekly goals for a team of 4 members for multiple Unity projects.
- Create effective communication flow through SCRUM using Notion, Discord, GitHub etc.
- Resolve conflicts between team members during the development process

Founder, TEKOSEP, New Delhi, India Nov 2018 – Nov 2022

- Built a web design and development agency specializing in integrated web solutions including custom website and mobile app development, CRM solutions, digital marketing, e-commerce integration and graphic design.
- Served over 30 notable clients like Alniche, Black Beetle, NKB London, Transpeed Cargo etc.
- Liaison with officials to communicate research findings, recommend solutions and integrate internal TEKOSEP teams with client's organization for proposed action plans.
- Identified new sources of revenue and solutions to boost website traffic for our clients via industry & competitive research, social media campaigns and data analysis.

OTHERS

Technical Skills: Unity, GameMaker, C#, C++, Shader Programming, Blender, ARKit, Microsoft Office, Photoshop, Pixelmator, Illustrator, InDesign, Git, Google Suite, Jira, Trello, Notion

Languages: Hindi (native); English (GRE: 317, TOEFL: 110); Punjabi (advanced)

Volunteerism: Taught math and art to underprivileged children in rural Indian regions for non-profit organization Humans for Humanity (2014-2023)

Interests: Video Games, Home Automation, Swimming, Checkers