

JAIKAR POTHULA

Portfolio:

<https://heyitsmejai.wixsite.com/jaikarpothula>

Email:

jaikardevgame@gmail.com

About me

Passionate game developer and digital artist eager to innovate and create engaging player experiences. Skilled in game design, level design, 3D modeling, animation, and UI/UX design across platforms. Experienced in Unity and Unreal Engine projects with a strong foundation in C#, Blueprints, and visual scripting. Adept at collaborating in multidisciplinary teams and delivering polished gameplay and cinematic experiences. Demonstrates excellent communication, teamwork, and leadership in academic and project settings.



EXPERIENCE

Experience

- **Game Designer / Developer | Academy of Art University Projects**
 - Designed and developed games including platformers, shooters, and logic-based games
 - Built custom UI systems using Figma, Unity, and Unreal Engine
 - Programmed gameplay mechanics, AI systems, and input controls
 - Created promotional materials and video trailers for game showcases
- **Promotional Video Creator (Freelance / Unpaid)**
 - Produced and edited promotional content and trailers for personal and collaborative projects
- **Illustrator and 3D Artist (Academic + Freelance)**
 - Created concept art, character models, and

environment assets

- Textured and lit scenes using Maya, Blender, and Substance Painter

Day Third

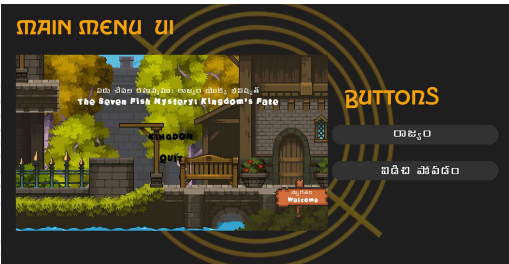
Awards & Recognition

Selected for Epic Boss Battle Showcase
| GAM651 Prototype Game Development

Certified in Unreal Engine and Unity |
Environment Design, Blueprints, and C#
Programming

Certified in 3D Animation & Modeling |
Maya, Blender, Substance Painter

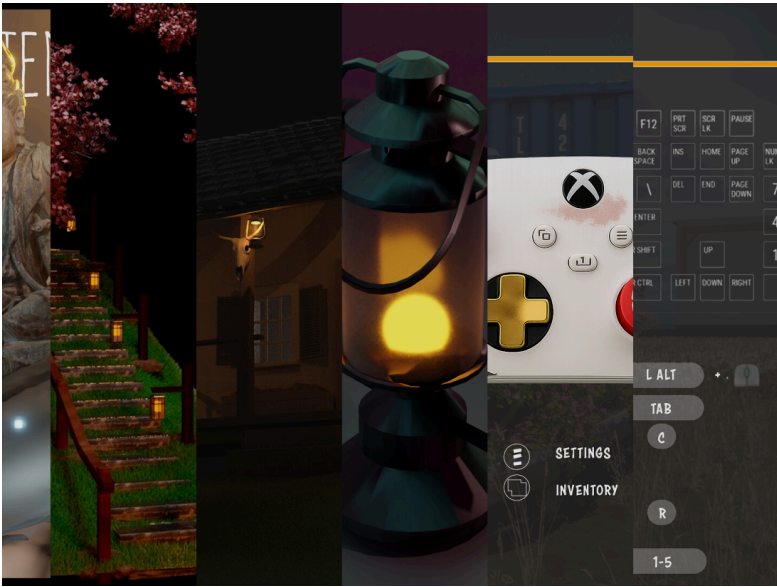
Certified in UI/UX Design | Figma,
Adobe XD



Education

Master of Arts in Game
Development, Focus in Level
Design and UI/UX
Academy of Art University
(Expected Dec 2025)

Bachelor's Degree in Animation
| India





SKILLS



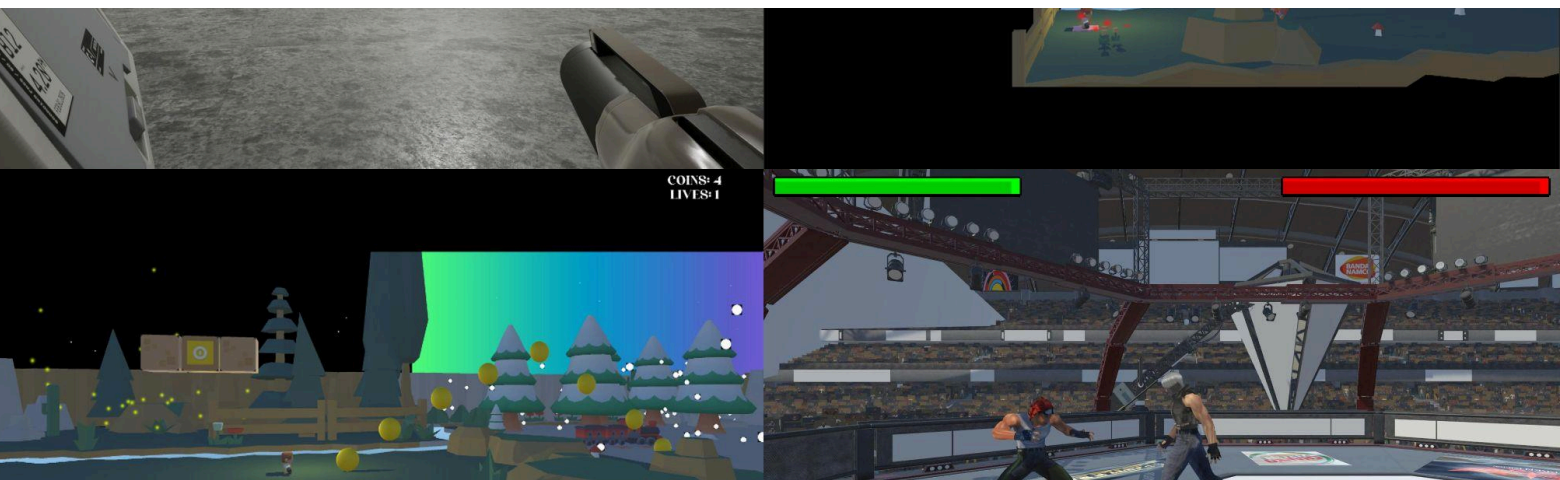
Unity, Unreal Engine (Blueprints, C#)

Maya, Blender, Substance Painter, Photoshop, Premiere Pro

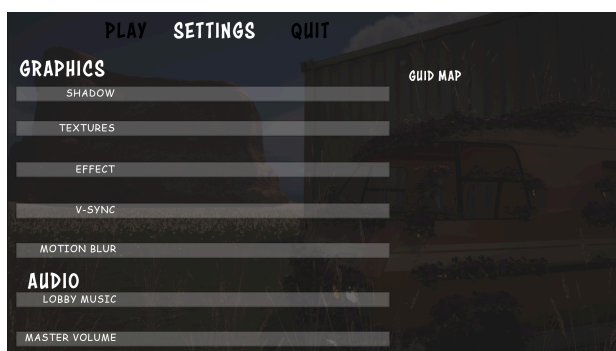
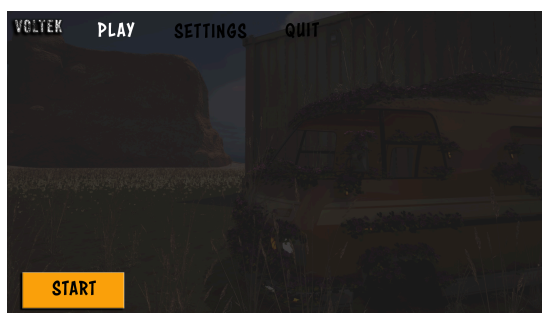
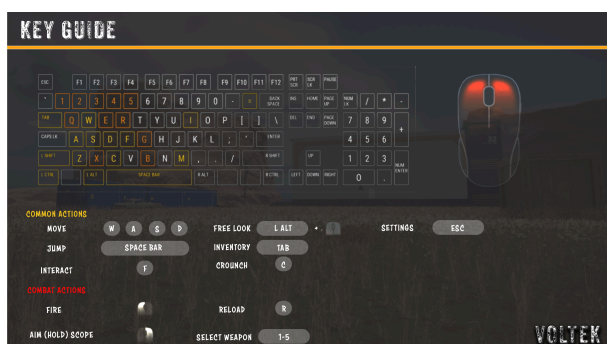
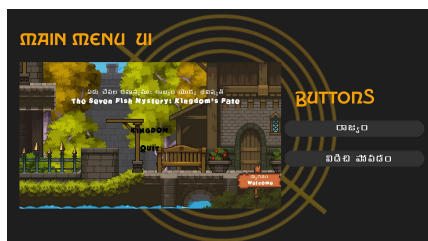
Figma, Adobe XD

UI/UX Design, Level Design, Game Prototyping

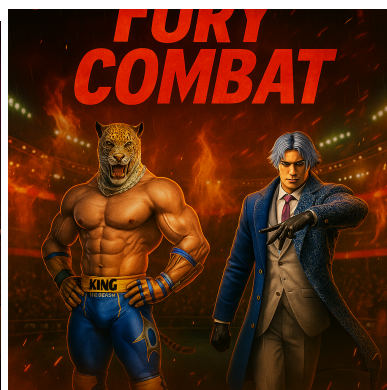
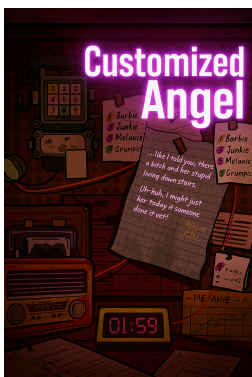
Animation (2D & 3D), Rigging, Lighting, VFX



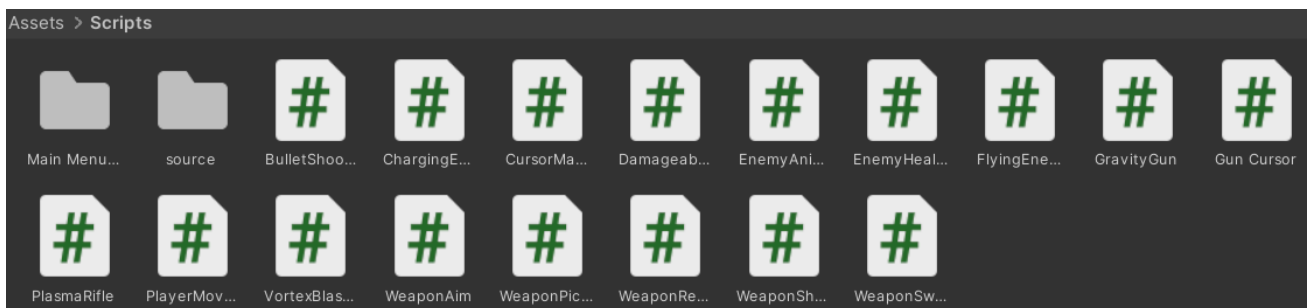
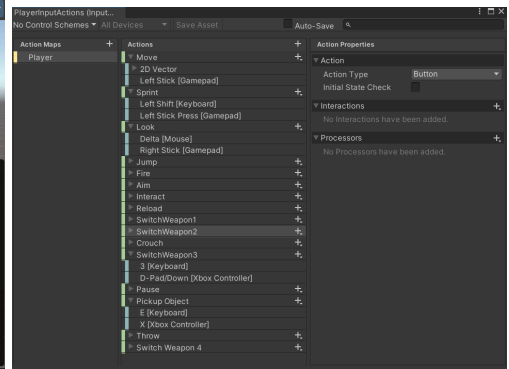
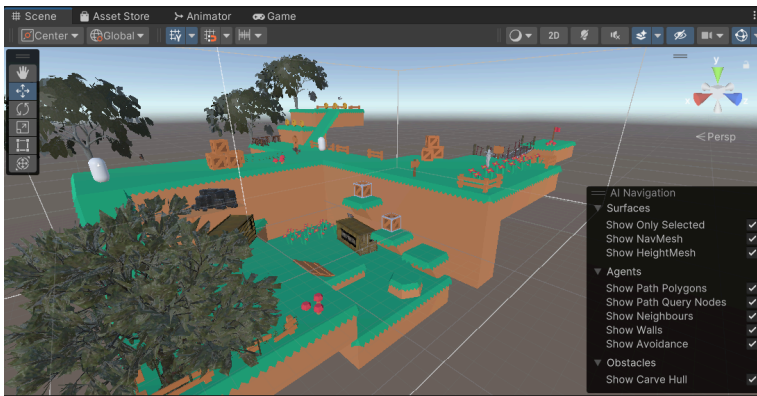
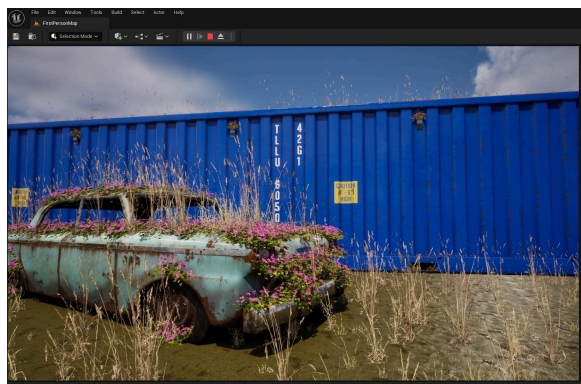
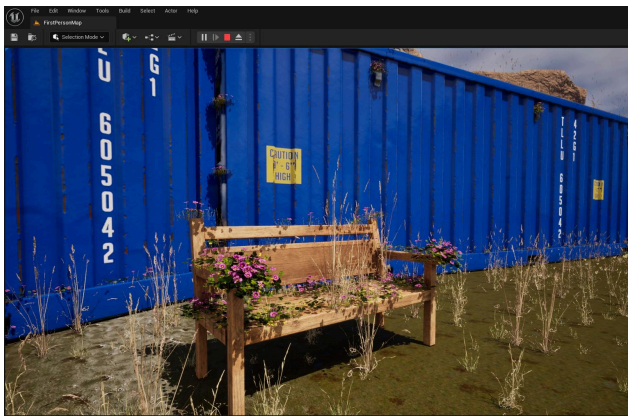
GAME UI & UX



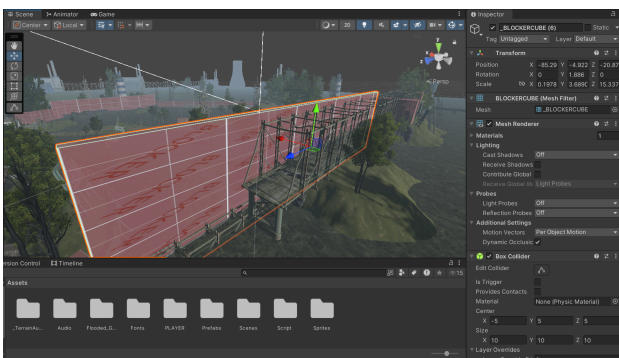
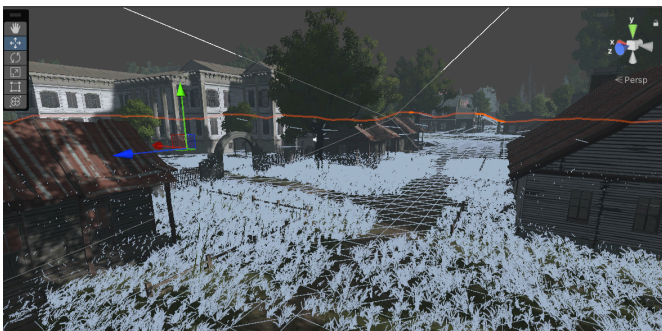
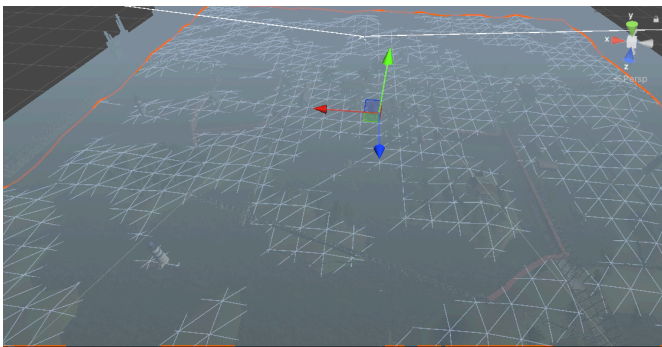
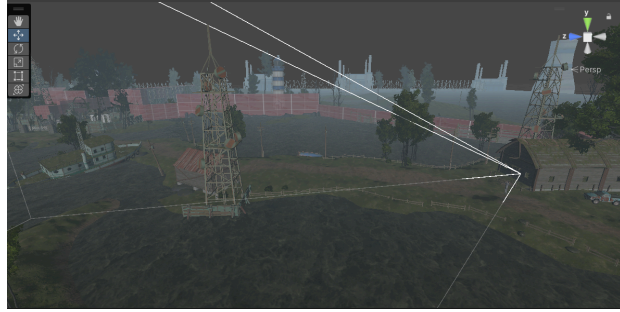
POSTER DESIGN FOR GAMES

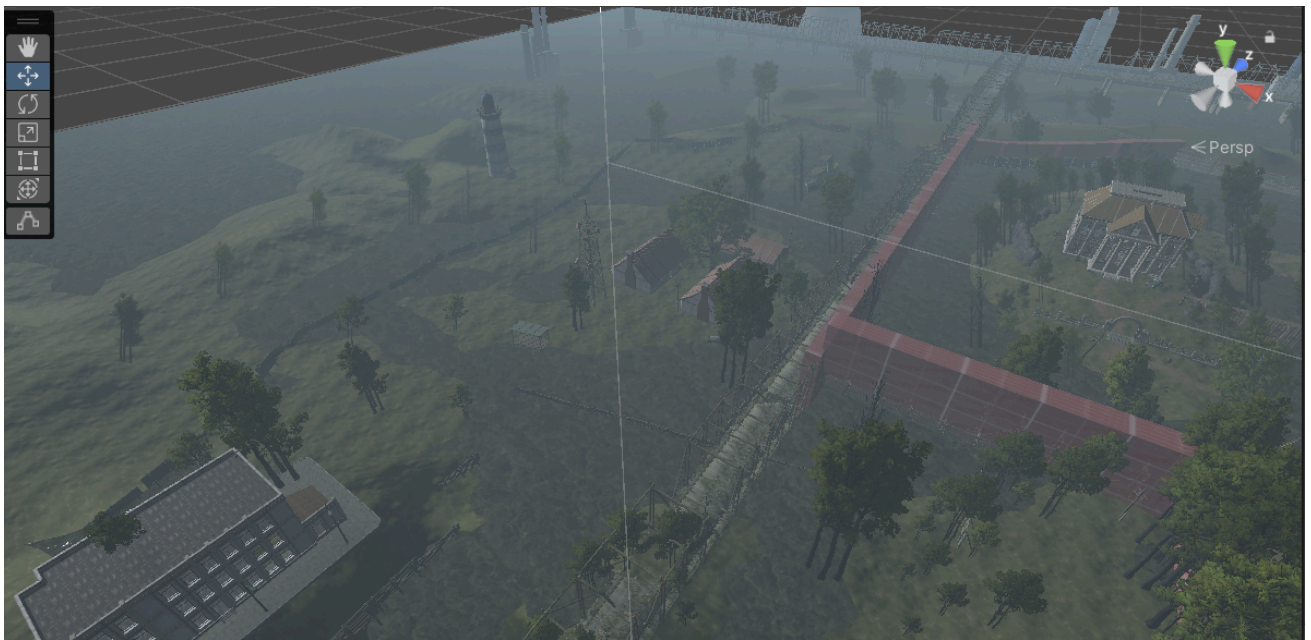


GAME DESIGN AND MECHANICS IN UNREAL AND UNITY



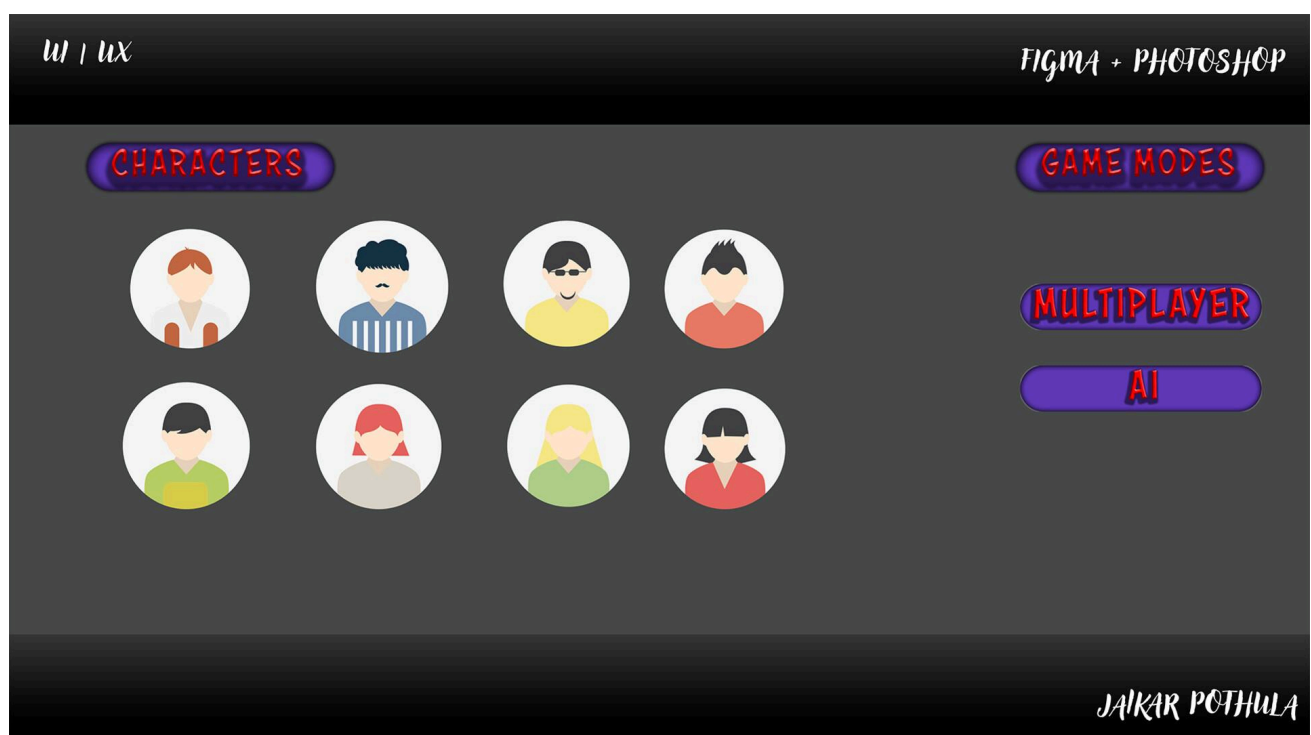
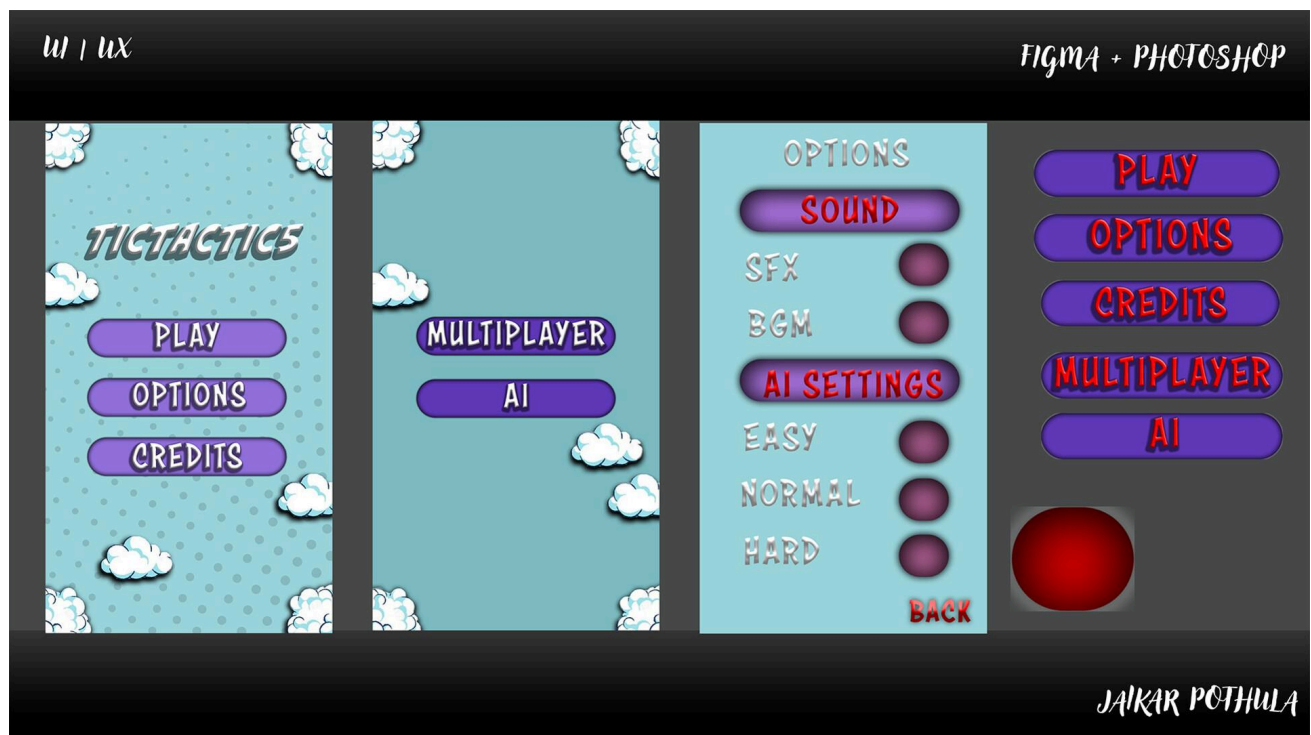
ZOMBIE LAND GAME DESIGN



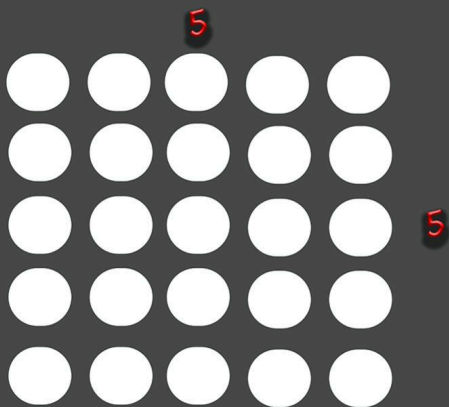


Mobile Game

TicTacTic5



TILES



GAME INFO

2 TO 5 PLAYERS CAN
PLAY THIS GAME ON
MULTIPLAYER MODE

IF YOU SELECT AI
YOU AND AI WILL
PLAY THE GAME AND YOU
CAN ADJUST AI LEVELS
IN OPTIONS